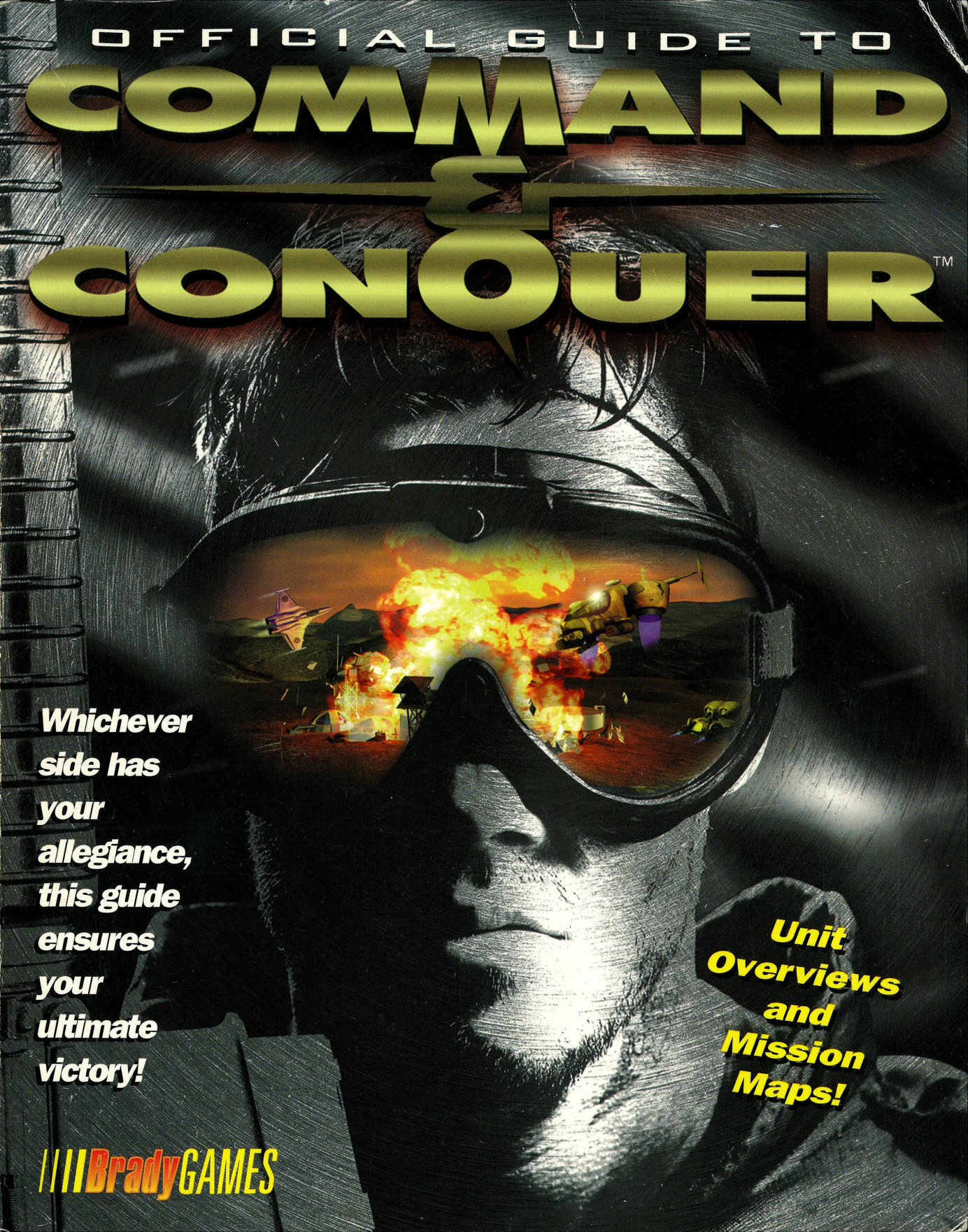
OFFICIAL GUIDE TO

COMMAND & CONQUER™



Whichever side has your allegiance, this guide ensures your ultimate victory!

Unit Overviews and Mission Maps!

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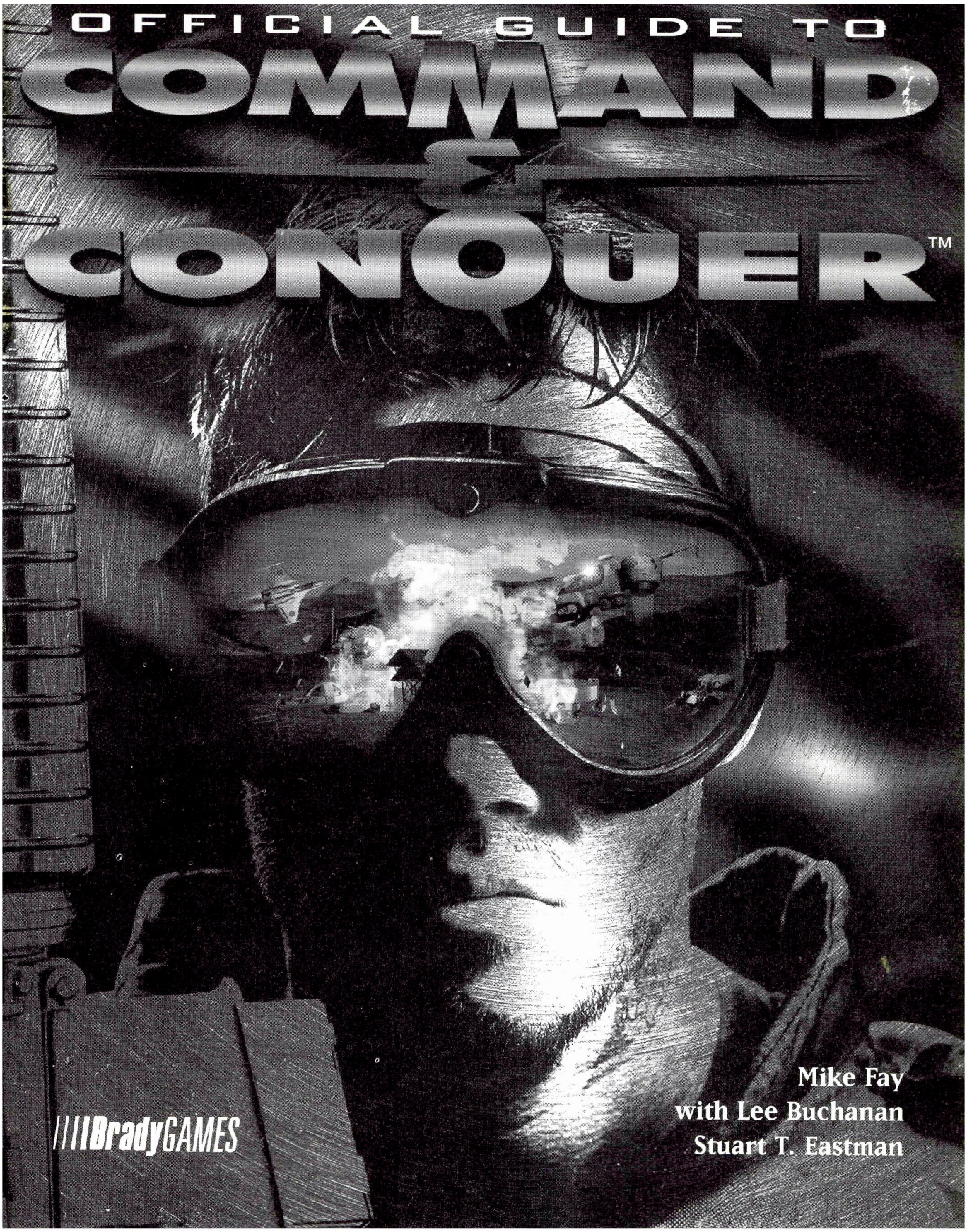
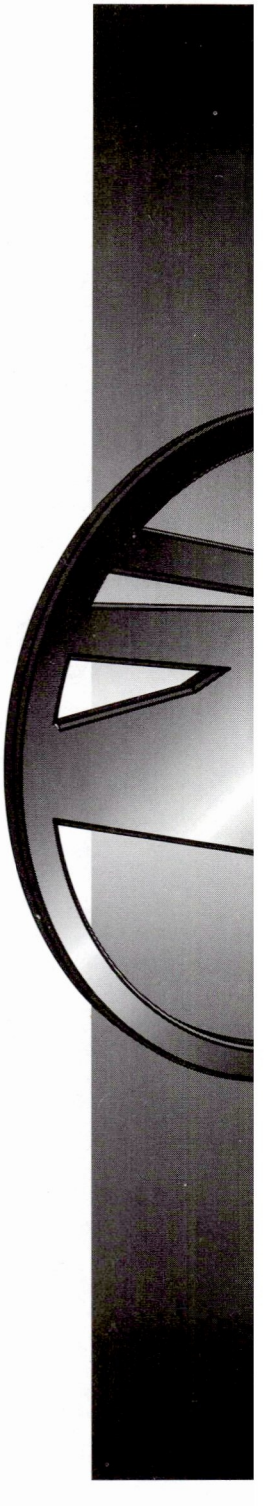

OFFICIAL GUIDE TO
COMMAND & CONQUER™
BradyGAMES
Mike Fay
with Lee Buchanan
Stuart T. Eastman



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THE OFFICIAL GUIDE TO COMMAND & CONQUER

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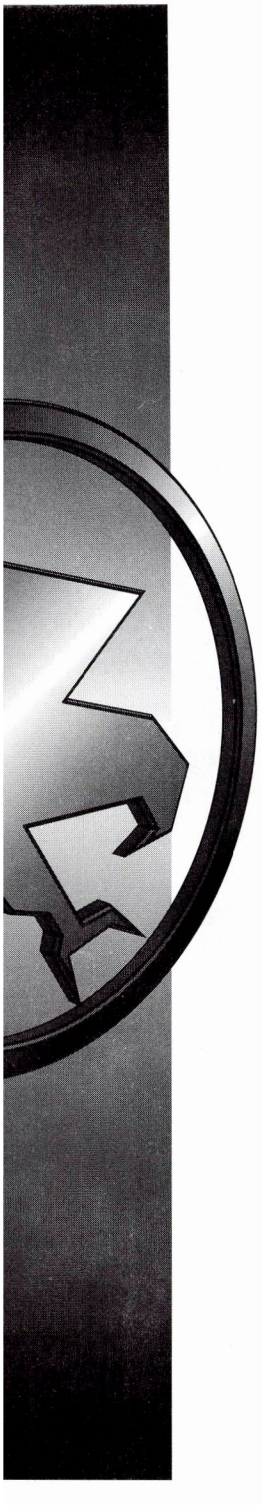

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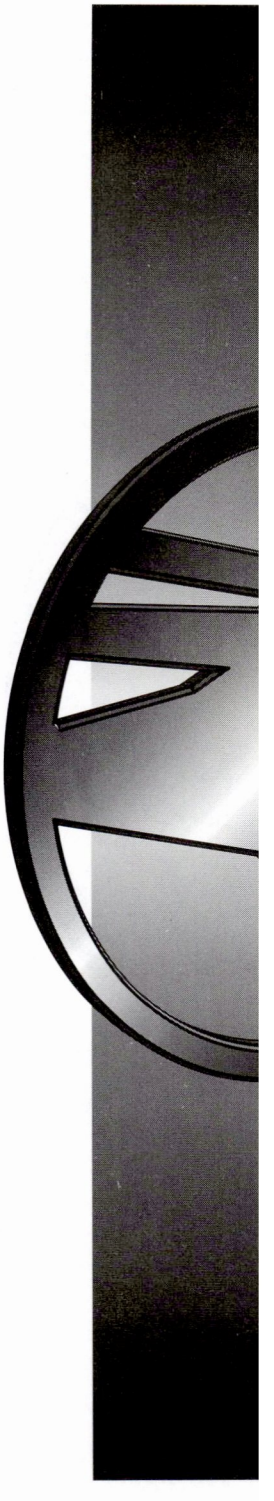
Mike Fay has a Ph.D. in neuroscience and, at his day job, analyzes contamination trends at U.S. waste sites for the Centers for Disease Control. By night, he is a maniacally obsessive strategy gamer, and has been since Axis and Allies and numerous Play By Mail games in the mid-'80s. He can usually be found on CompuServe's Gamers forum (73717,250) exchanging tips and war stories.

Lee Buchanan is a business journalist by day and a cigar-chomping military strategist by night, at least on his computer. He covers the computer industry for *TWICE* magazine, a trade publication. He is also a regular columnist and reviewer for *PC Gamer* magazine, and has written several computer game strategy guides.

Stuart Eastman, a native of Denver, Colorado, started his career in computers on the Apple II in 1981. Since that time he has spent much of his time as a consultant for the computer challenged. An avid fan of tactical games—computer and board game alike—he spends his free time finding the next challenge to conquer. He is often found glued to his monitor for days on end mumbling "just five more minutes" as he tries to beat the computer once again.



Acknowledgments

Mike:

Many thanks to the tireless staff at BradyGAMES who made this possible, principally Steve Schafer for the excellent guidance and ideas, and Debbie McBride for making it all happen. Also, of course, the many cool folks at Westwood who put this fun game together: Erik Yeo, Lead Designer; Ed Del Castillo, Producer; Joe Bostic, Lead Programmer; the rest of the talented crew of programmers, artists, and playtesters; and, President Brent Sperry, for making it possible.

Lee:

Many thanks to the wonderful staff at BradyGAMES for this opportunity, and to Westwood Studios for a dynamite game.

Stuart:

I would like to thank the people at BradyGAMES for giving me the opportunity to work on this book. Also, a thank you to co-author Mike Fay for being there to bounce ideas off of and come up with new ways to defeat the computer.

Dedication

Mike:

To the spouses and kids, editors and game companies, who make good things happen.

Stu:

To Mende, who was always there to lend a hand when I needed it and to make sure I got fed and even slept once in a while.

The Official Guide to Command & Conquer

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Introduction

It's the near future and the world is at war. The Brotherhood of Nod has sprung forth to take advantage of a new resource, Tiberium, and begin a new world order. In response to this global threat, the United Nations has authorized the Global Defense Initiative to use lethal force in stopping the Brotherhood.

Both sides need strong commanders to lead their troops and ensure victory, and both sides want you. Pick a side, grab your mouse, take charge, and lead your forces to victory, Commander!

This Book

The battlefield is a complex beast, Commander, and this book is designed to help you make heads-and-tails out of it all. From a rundown of your Electronic Video Agent's (EVA) capabilities, to the inner workings of the Mammoth tank, this book provides you with the details you need.

Part I of this book (Chapters 1-5) provides valuable background on current world affairs, an operator's guide to EVA, and a breakdown of all the units on the battlefield.

Part II of this book (Chapters 6-8) provides useful strategies and tactics, as well as maps of *all* the battlefields you will face.

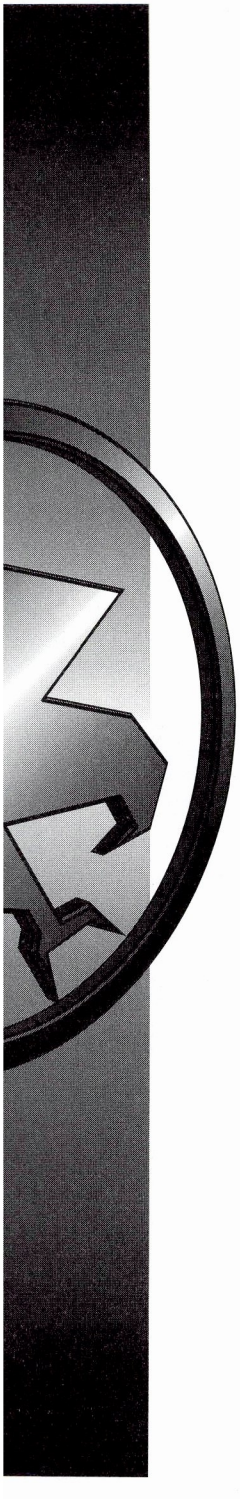
Part III of this book (Chapters 9 & 10) covers the multiplayer aspect of *Command & Conquer*, including tips and tricks on connecting (and crushing your opponent), and descriptions of all the multiplayer scenarios.

Part IV of this book (Chapters 11 & 12) gives you the inside scoop on the units and structures. You can look up the actual damage a Mammoth tank can do, or how much damage a construction yard can take.

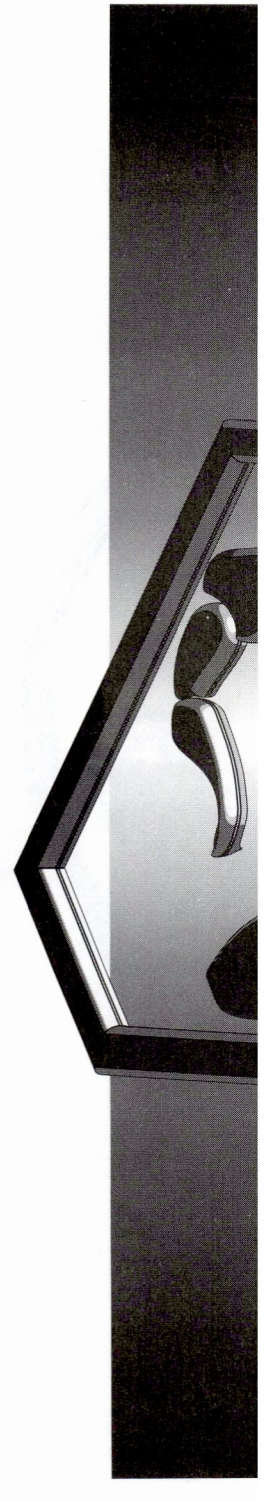
Part V of this book (Chapter 13) uncovers more about C&C with three interviews with Westwood Studio's staff.

Appendix A gives you helpful troubleshooting tips for installing and running *Command & Conquer.*

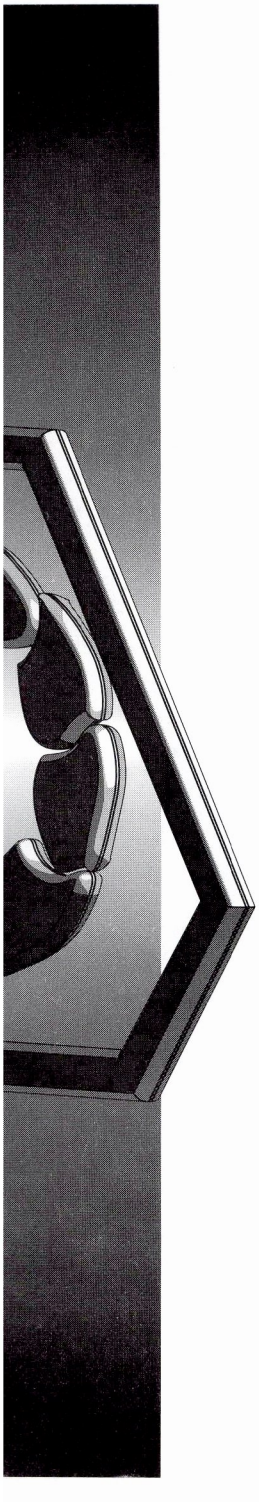
Time's a wastin', Commander, let's get moving!



1 Open Letter from Kane



The Brotherhood of Nod



Commonly, "The Brotherhood," "The Ways of Nod," "Sha'Seer" among the tribes of Godan; see attached, Aliases of the Brotherhood, for more.

FOUNDED: It is unknown how long the Brotherhood has existed.

IDEOLOGY: The unification of all peoples.

CURRENT LEADER: Kane.

BASE OF OPERATIONS: The Brotherhood exists wherever there is need.

Welcome to the Brotherhood of Nod, sometimes referred to as the Ways of Nod or the Sha'Seer. I prefer just the Brotherhood, for that is what we are truly striving for: a brotherhood of mankind, where all can live in peace and share the struggles of life as one.

As long as man has had breath the Brotherhood has existed. For from the beginning—when man's struggle was with nature, not knowing where he might sleep, how he would eat, or whether he would survive to see the light of dawn—there have always been those who would lord over others. People who believe that by some unseen right they are granted power over others, and would push others down so they might climb, are the greatest threat to mankind's existence. For many years has one man or one race prospered on the sweat and work of others.

Such injustices are not just a sin against mankind, but also a sin against God. The Brotherhood had its beginnings with the first downtrodden who looked for a better way. These oppressed sought a path that would allow them to gather the fruits of life and achieve enough resources and wealth that they and their families could survive and advance with the rest of mankind. Too often have these people been crushed beneath the boot heels of others, their measly gains stripped from them. Throughout history the "overlords," often self-appointed rulers, have forcefully taken the resources of those who could not defend themselves.

Whether we consider the pharaohs of Egypt, the Caesars of Rome, the kings of England, or the emperors of China, it was always the blood and sweat of others that created their empires. Today, it is the capitalists of the Western nations that are sucking the life out of the rest of the nations of the world. While capitalist barons sit in their mansions, drinking their expensive champagnes, the workers of the world continue to die from starvation and disease. Workers are forced to sleep on the ground without shelter in the sweltering summer heat and may die from frostbite in the depths of winter, their cries for help never heeded by the nations of the Western bloc, whose citizens sleep soundly in their beds at night. The imperialism of these nations is even more insidious than that of ancient times.

When the pharaohs and Caesars ruled the realm, at least one knew one's standing at all times. No pretense was ever made that a man or race was other than what they were. Slaves were slaves; they knew this and expected that they would be treated as such. They were never seduced into believing that they were free men able to achieve what they pleased. It was never suggested that they might be able to do something about their fate and rise above the station into which they had been born. By contrast, the Western nations have created a world of slaves without the general populace ever realizing it. Although the so-called free nations claim they are helping to advance the world as a whole, it takes only a moment to see through this pretense and realize that the only ones advancing are the free nations.

With their abundance of resources and technology, the free nations have made economic slaves of the Third World. The disadvantaged Third World countries have had their resources stripped away, education denied, and technology withheld to keep them from threatening the power of the Western bloc. And the Western nations enslave not only the populace of the Third World, but also many of their own. It is not uncommon to find the squalor characteristic of the Third World right in the heart of all major cities in the supposedly enlightened nations.

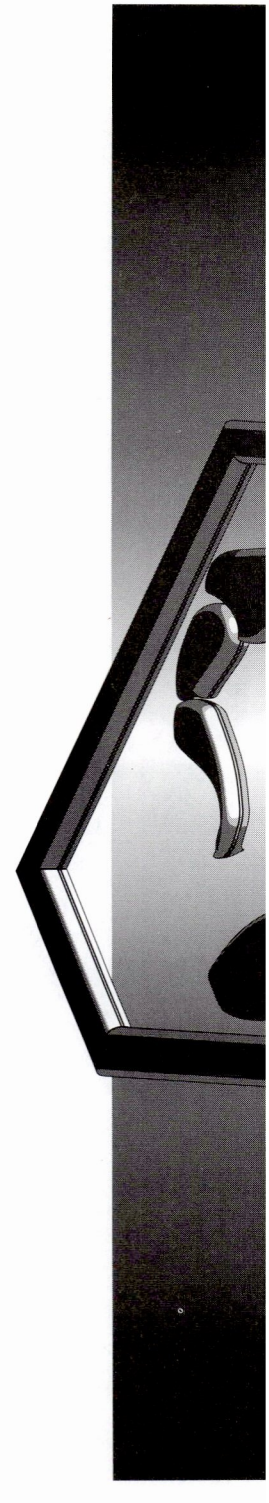
This lack of caring for one's fellow man, so pervasive in the West, is what causes the Brotherhood to flourish. The fact that millions upon millions can reach only a poverty-level existence, unable to even feed their own children, is a sin against the nations that cannot be ignored. The Brotherhood has always existed to help those in need. By gathering the resources of our flock and obtaining additional material from our enemy in any manner deemed necessary, the Brotherhood continues to grow and gain power.

We have always been here, behind the scenes, the guiding hand. Empires have fallen by our influence; leaders that could have caused our plans to go awry have silently vanished. The Brotherhood is always in the background, careful to make sure our activities are not noticed by others. We periodically supply aid to other causes to pull attention away from our true goal. We have slowly and steadily increased our power, but still were never truly able to confront the forces of evil head-on. For thousands of years we have waited for a sign, something or someone that would allow us to mount one last, great Jihad. That sign has come in the form of Tiberium.

With the unstoppable growth of Tiberium across the globe, most of it occurring in nations friendly to the Brotherhood, our time has come. The vast wealth and resources gained from Tiberium have given us the ability to come into the open and challenge our antagonists face to face. Across the globe, GDI and Nod forces now clash in a titanic struggle that will decide the fate of mankind for all time. The GDI hides behind the facade that they are here to help the free nations in their struggle against those they would name terrorist. We in the Brotherhood know the truth. Our fight is for all mankind, not for those cherished few who sit behind desks all day, with no greater worry than whether it will rain and cancel their tennis dates.

Such uncaring attitudes to the peoples of the Earth can be tolerated no longer. The Brotherhood will unify this world no matter what the cost. Our movement has always striven to be one of peace, but as we all know, the road toward peace is often paved with the blood of those who would prevent peace.

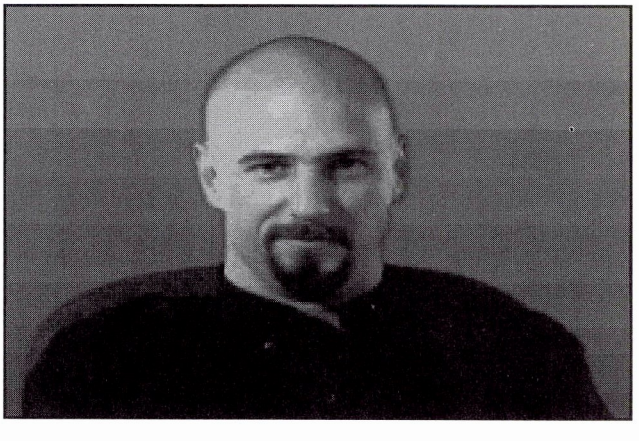
The Brotherhood has already taken great strides for global unity. With our advanced technology in Tiberium gathering, we have been able to push GDI forces out of many of the world's nations. The people follow the Brotherhood—unfortunately, governments do not, and it is the governments that control the armed forces. These self-proclaimed governments of the people are using their military forces to keep their populace quelled, to such an extent that the people do not rally to the Brotherhood's banner for fear of repercussions against them and their families.

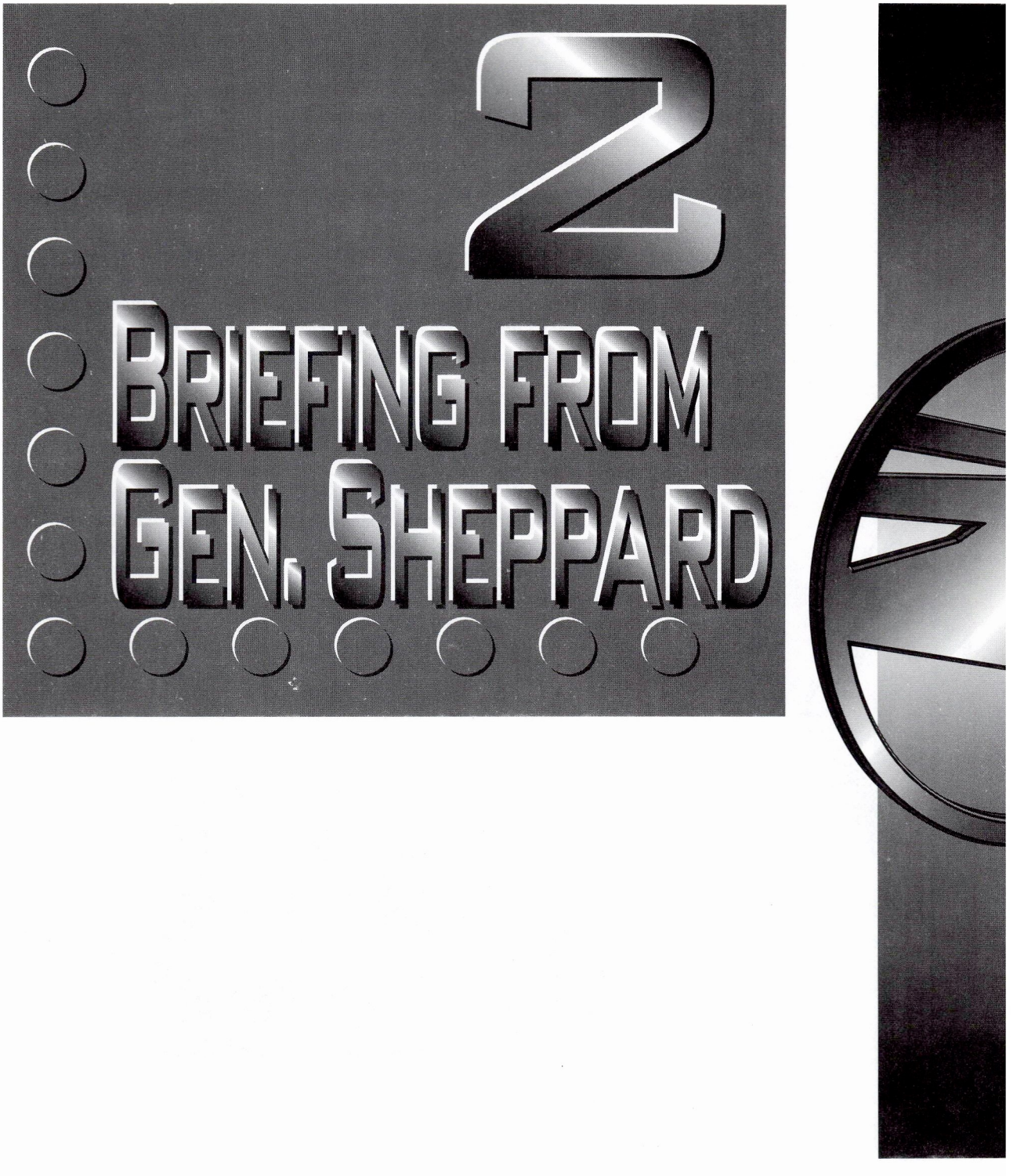


We must show the people that by entering the fold of the Brotherhood they will be safe and taken care of. Their hopes and dreams will be fulfilled only if they place their lives in our care. Their needs will be taken care of and their families protected—all that is required is that they give of their finances and labor to the Brotherhood. With the guidance of the Brotherhood helping them along the true path, together we will bring the world to a higher state than has ever existed before. We will bring about one world, unified, living in peace, and following a single path toward a common goal of equality, all held together by the benevolent supervision provided by me, Kane. There are many obstacles blocking my path to this magnificent unity; means must be found to surmount these difficulties.

We now come to the addition of you to my fold. The EVA operator interface is the way of the future: combat being directed by a general safe behind friendly lines, but still receiving data of the mission as it occurs. It would take the demented minds of the GDI to come up with a plan like this. How can a man know fear, feel for his comrades, or taste victory in all its sweetness if he sits so far from the battle that the only screams he hears are simulated by a machine?

Be that as it may, the EVA system is the best means available to the Brotherhood to ensure our purification of the world. You have been recruited by the Brotherhood because your views closely mirror our own. Leave behind the dogma of GDI and bring the training and education supplied by them to my cause. We will feed the Tiberium fields with the lifeless bodies of GDI, continuing the struggle until no one and nothing stands in the way of global unification. Your expertise is needed in this glorious struggle. You shall give of yourself body and soul in the service of the Brotherhood, and in return for your efforts you shall become greater than you ever dared imagine. Know your abilities well, but never be satisfied with what you can do today. Strive to surpass today's feats tomorrow and each day thereafter. Do not fail me, for your failure could mean my failure, and I *will not* fail. Uplink to your system and lead our forces to splendid victory!




2
BRIEFING FROM
GEN. SHEPPARD

Press Release: Overview of the Global Defense Initiative of the United Nations, Mandated per 1995 United Nations Global Defense Act.

The Global Defense Initiative

The Initiative is commonly referred to as GDI. Before 1966, it was known as Special Operations Group Echo, Black Ops 9.

FOUNDED:	12 October 1995, in accordance with the United Nations Global Defense Act (UNGDA).
MISSION STATEMENT:	To enforce the United Nations Global Defense Act and uphold the ideals outlined in the United Nations Charter.
CURRENT CHIEF OFFICER:	Brigadier General Sheppard, Chief of Staff, United Nations Military Command.
BASE OF OPERATIONS:	United Nations Military Command Center, location CLASSIFIED.
MILITARY STRENGTH:	Within parameters of the UNGDA, Article V, Section 3A, Paragraph 12.
ECONOMIC STRENGTH:	Funded by United Nations and various national governments, public organizations, and private companies.
POLITICAL STRENGTH:	Not applicable. Operates within parameters of the UNGDA and under the orders of the United Nations Security Council.
AFFILIATIONS:	United Nations.
SEE ALSO:	Sheppard, M.; United Nations, 1995 to present; United Nations Global Defense Act, 1995; Mobius, Dr. R. H.

Briefing from Brigadier General Sheppard, Chief of Staff, United Nations Military Command

FROM: Brig. Gen. Sheppard

GDI HQ

UNMC, location CLASSIFIED

TO: Electronic Video Agent Operative

Code name: *Bright Avenger*

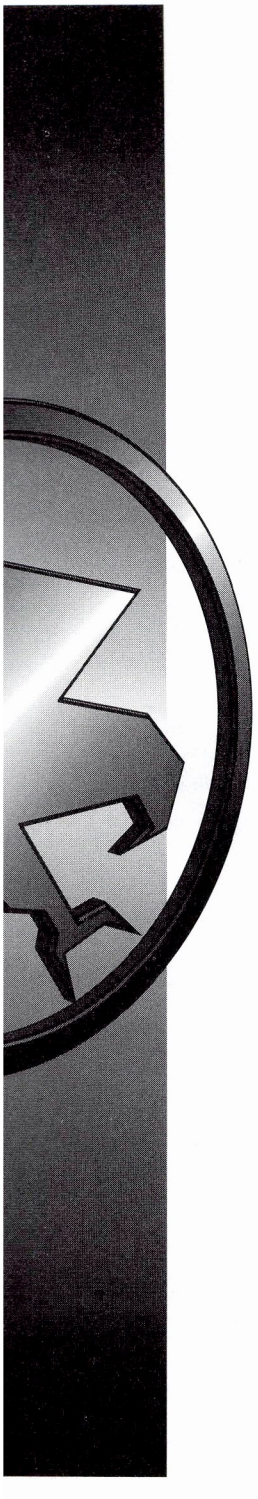
Commander:

Allow me to extend the thanks of the Free World to you. Our intelligence agents scoured the planet for promising operatives such as yourself. Relatively few met our highest criteria, and of those who did, not all had the guts to accept. No accolades can be given in public, due to the attention it might attract, yet they are most surely due you.

You have understood the difficult task GDI faces, and have consented to join. Bravo!

Expect to receive rigorous training from GDI tacticians via:

- The manual that accompanied the software
- This extensive support document
- Of course, your EVA connection



At this writing, our sources indicate there should be time to bring you up to speed before hostilities erupt. The situation is not expected to escalate so quickly that we'll have to throw you into the fray immediately. However, please install your software and complete the EVA connection to GDI HQ as soon as possible, so you can be available if we are forced to call on you.

The news feeds are full of controversy about the so-called Brotherhood of Nod. Kane would have us believe that the Noddies are here to save the world from entrenched and overbearing governments.

Do not be lulled by this smoke screen, Commander. The worst stories you have read are the correct ones. *Kane is a vicious killer.* Should his minions take control of significant parts of the Earth, untold suffering will result due to his greed and merciless insanity. We intend to prevent this horror from befalling the world, with the help offered by you and all other EVA operatives.

The world perceives GDI as a rather small and secretive military organization. Do not let our intentional facade fool you. Dating back to its distant Black Ops roots, GDI has traditionally been well hidden, extremely well funded, and, always, *beyond* the cutting edge of military innovation.

When Tiberium appeared on the horizon, we immediately saw its alarming implications for domination of world markets and total transformation of warfare.

Things have moved very quickly, and contemporary, inertia-bound armies have yet to adapt. Ruthless, ripped, and ravenous, Kane has pulled out all the stops to bastardize the power of this strange new element. Despite its relatively small size on a global scale, the Global Defense Initiative is precisely the organization to stop Kane's vile schemes.

Lean and lithe, we have kept at the forefront of Tiberium technology and are confident we have capabilities that exceed Nod's designs. Our tacticians' initial take was right: Battles in the Tiberium age will be over in hours, not weeks. With this new technology, a very small force can quickly expand, capture key objectives, and let the large, dinosaur armies of the world find out that they have already lost, on CNN.

Whoever utilizes the exponential power of Tiberium wins, Commander. And GDI is the world leader in Tiberium manufacturing technology. Combine this with our bold move to utilize able new commanders via the wonders of the network age, and it becomes clear that GDI is more than ready to meet Nod's maniacal threat.

It would appear that GDI has spent its life preparing for this moment. We know we are ready to meet Kane's challenge. But there is something else to worry about, Commander.

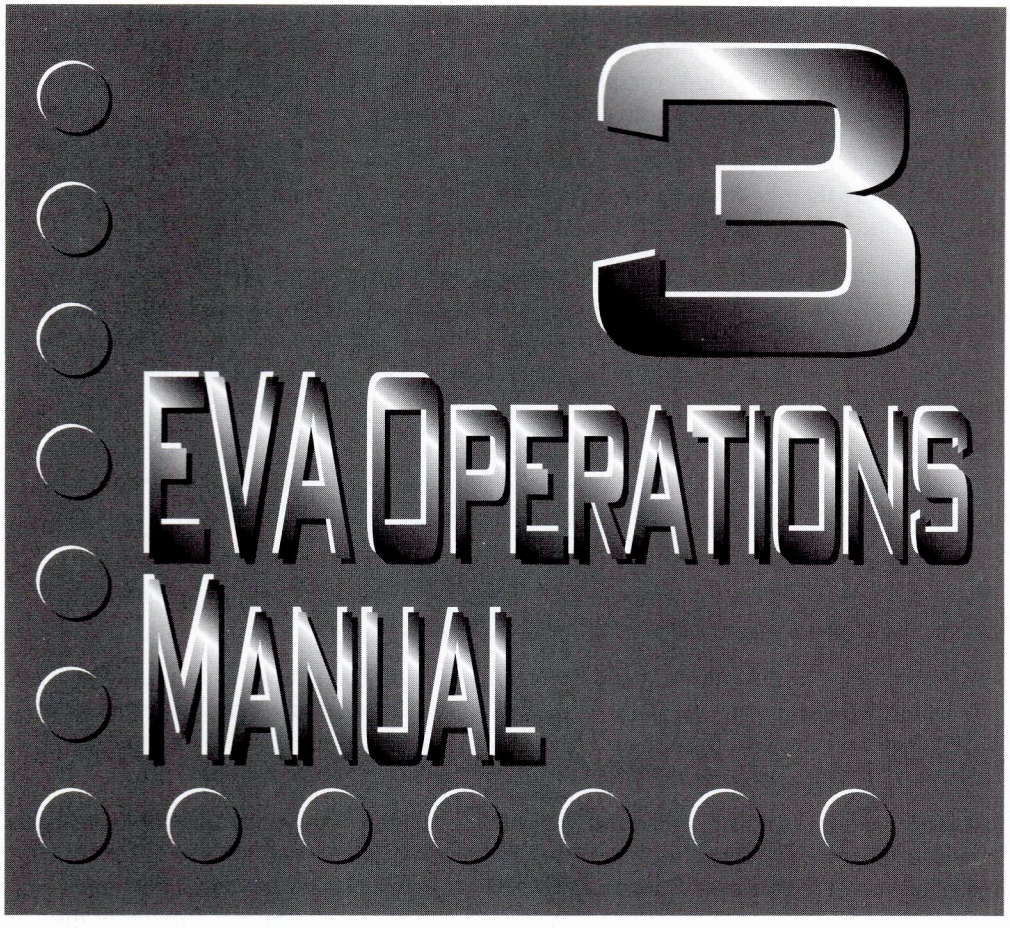
Are *you* ready to meet it?

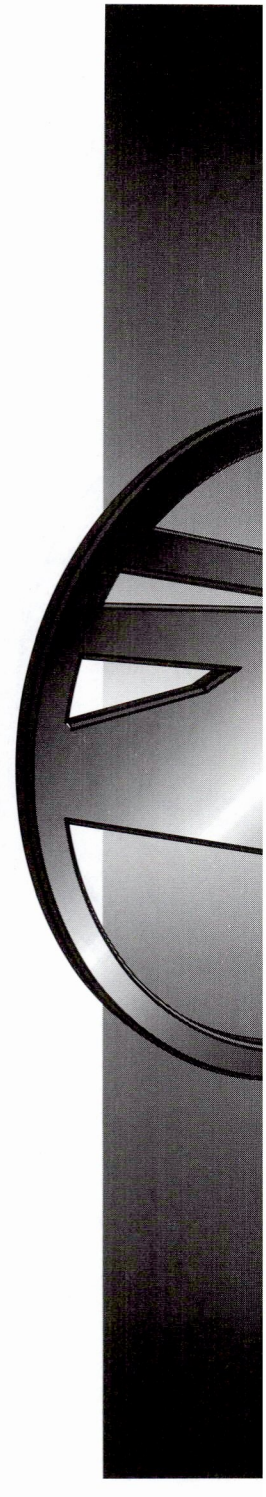
Install your Electronic Video Agent and link up with GDI HQ ASAP, soldier. I want to see your face on my screen yesterday. There will be time for more briefing later.

Brigadier General Sheppard

GDI HQ

UNMC, loc. CLASSIFIED


3
EVA Operations
Manual



Introduction: EVA as Revolutionary Military Innovation

The Electronic Video Agent (EVA) represents a significant technological breakthrough for modern warfare. Fueled by countless command, control, and information inputs, it is the ultimate commander's dream: the ability to field forces far from the fog of war, focusing on a battle-map interface. The funnel of technology that ends at your computer screen has cost billions of U.S. dollars.

Yet our new EVA approach incorporates something much more radical into the art of war than any amount of technology, Commander. It incorporates *you.*

We covertly used advanced neural net algorithms to rank telecommunications users around the globe according to leadership potential. Consider the implications: Instead of choosing from the small cadre of GDI leaders, we selected from tens of millions of the Earth's more gifted individuals, namely, proficient computer users. We have found the few, most promising of these millions. Not only do these individuals have an extreme amount of both inferred and demonstrated talent, but also they are free from whatever inherent flaws might exist within the "entrenched dogma" of the contemporary military establishment.

> *As you can imagine, this concept caused considerable consternation among the old guard of the military, although ultimately the groupthink consensus of the modern GDI was to move ahead. It is a bold experiment in the power of statistics, and a demonstration of our trust in the abilities of the people of Earth.*

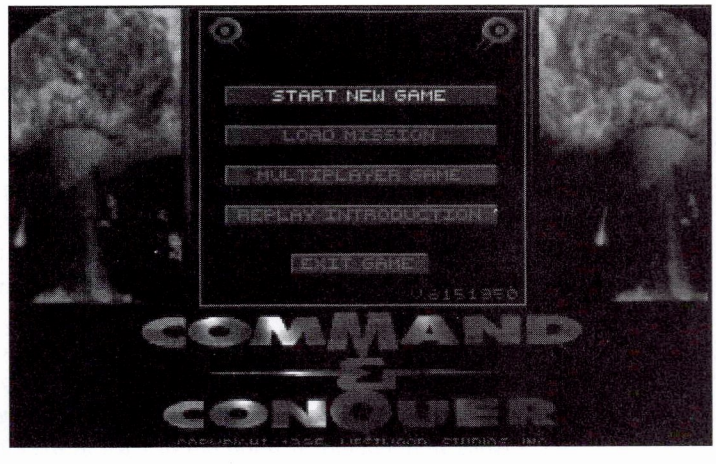
Subsequent sections of this document give details on the types of scenarios that might be encountered and on strategies and tactics in general. The purpose of this section is to discuss the EVA interface itself.

Loading the Electronic Video Agent

As described in the user manual accompanying the EVA software, EVA has been designed to be as simple to operate as possible.

1. Put the C&C CD-ROM in your CD-ROM drive.
2. Switch to your hard disk directory that contains C&C (if you used the default installation directory, type "CD C&C" [Enter]).
3. Type "C&C" [Enter].

   If you are having trouble installing or using the software, refer to the C&C Manual or Appendix B of this document.



Many of the training and feedback video sequences you will be shown are, of course, from your own engagements. (They will appear slightly altered due to digitization for fast network transmission.) EVA will also feed you live news broadcasts and other transmissions pertinent to our cause.

The main menu screen initiates EVA protocols to hook you up with GDI headquarters (HQ). Click **Start New Game** for your initial briefing and assignment to an operation that HQ deems suitable to your experience and skill level. **Load Mission** allows you to continue a previously saved conflict in progress. If other EVA operatives will be assisting in a joint mission, choose the **Multiplayer Game** button.

Joint operations are discussed at length in Chapters 9 and 10.

Replay Introduction provides some visual feedback on the current state of affairs regarding GDI and Nod. **Exit Game** unloads the EVA software, and returns you to your computer's operating system.

When you are ready to engage the EVA uplink, click **Start New Game** or **Load Mission**.

There is an unsubstantiated rumor that Nod forces have acquired a hacked beta version of the EVA software and have located a "back door" by which EVA operatives can be offered the opportunity to work for Nod instead of GDI. Although we place little faith in this rumor given the skill of our programmers, should you be offered a choice between GDI and Nod, we know you will make the right decision.

You also may have heard that U.N. convention prevents us from terminating your operation should you choose to work for Nod, due to legal complications arising from the fact that you are not a formal U.N. employee (you are instead a civilian volunteer). Therefore, if you were to choose the side of chaos, we could do nothing about it—at least, not legally. It would be a tragic coincidence if, at that point, your address (which we have on record, of course) were to be accidentally seen by GDI commandos. They are tough and determined, and their opinion concerning your action would likely be expressed to you with a certain amount of finality.

Pre-Combat Briefings

At the time this document is being prepared, hostilities with Nod appear imminent, although negotiations are continuing. If negotiations are successful or Nod realizes the error of their ways, there might in fact be few conflicts requiring your attention. If negotiations break down and Nod acts aggressively, however, you will likely be assigned to missions with a minimum of wait time. No one can predict the future, Commander, but we hope the situation will never get so desperate that we will need your services immediately every time you log into HQ.

Before you engage in combat, you will be briefed by top GDI brass on the upcoming conflict. Pay strict attention to mission objectives. Simply blasting everything in sight may not be wise and could even be fatal.

*Review mission objectives during engagements by using the **Restate** button from the Options menu.*

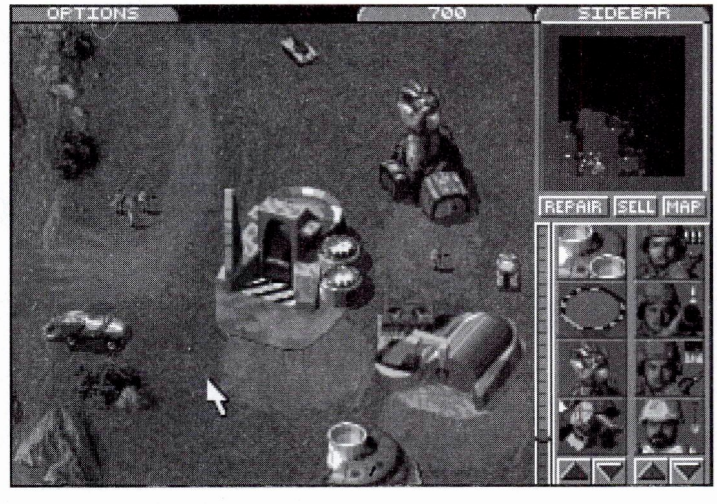
Further details on conducting particular types of missions can be found in Chapters 6, 7, and 9 of this document.

The EVA's Battlefield Interface

Great care has been taken to hone this segment of the EVA interface. General Mark Sheppard himself participated heavily in its design. You do not have the proper security clearance, or any need to know, the particular technologies that make real-time observation and communication with the battle site possible.

The Main Map

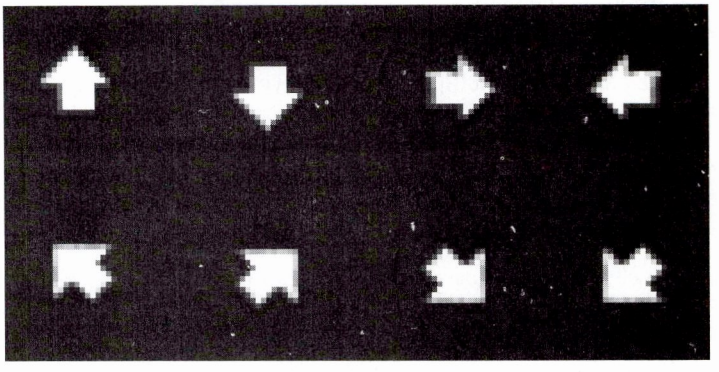
The main map shows everything within visual range of your forces. Eidetic holoHUDs will continue oversight of areas of the map that your units visit and leave, so you can see enemy activity in such areas even when your units are gone.



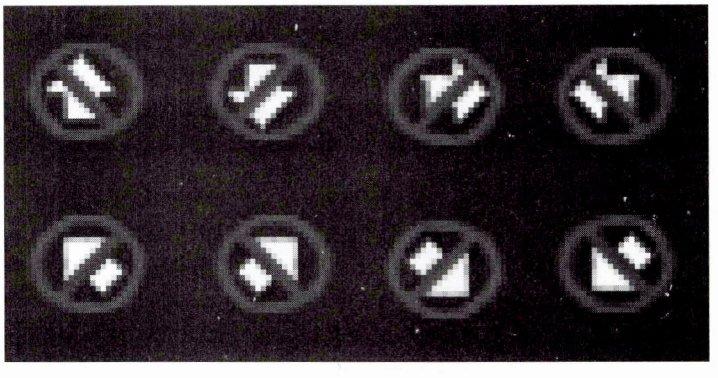
If you establish a Communications Center, EVA will also display an inset radar screen that can show the entire map at a glance. See "The Radar Screen," later in this chapter, for more information.

Moving around the battlemap is straightforward. If you move the cursor to the edge of the map, the map will scroll in that direction.

Scroll cursors appear when the mouse pointer is at the edge of the display and the map is scrolling.



The out-of-bounds cursors will appear when the map can scroll no further.



Watching for the out-of-bounds cursor while scrolling over the edges of the map is an easy way to scan the entire battlefield for pockets of visibility prior to having deployed the Communications Center's radar and satellite equipment.

The main map window cannot display the entire battlefield at once. However, EVA includes a "bookmark" feature that can be used to mark key areas of the battlefield. You can then instruct EVA to instantly switch to any marked area.

To mark an area, hold down the Ctrl key and press one of the function keys F7-F10. To return to viewing that area, press the function key alone.

Bookmarks could be useful for keeping an eye on objectives and strategic areas.

Leading Your Forces

The EVA interface is designed to anticipate your commands and pass your orders quickly to the troops in the field. Selecting a unit is as simple as clicking it. Then, simply click on an area, structure, or unit and EVA will order the selected unit to act accordingly.

You can also select multiple units and give them all the same order. See "Coordinating Troop Movement" later in this section.

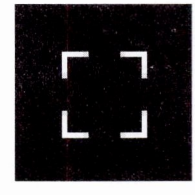
Additional commands are available from the Sidebar. See the "Sidebar" section below.

Deselect units by right-clicking.

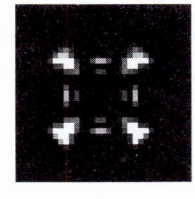
If you click on the landscape the selected unit(s) will move to that spot as quickly as possible. Clicking on an enemy unit will cause the selected unit(s) to move into position and attack the enemy unit. You can also click on some structures and the selected unit(s) will move to that structure.

The cursor will change to indicate what the selected unit can do relative to where you are pointing.

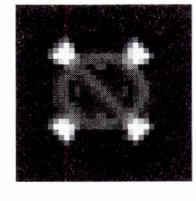
The selection cursor appears when you place the mouse pointer over a unit to show that you can select that unit.



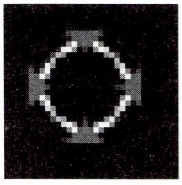
The movement cursor appears when a unit is selected and the mouse pointer is positioned over terrain that the unit can move to.



The out-of-bounds cursor appears when a unit is selected and the mouse pointer is over impassable terrain (where the unit can't move).

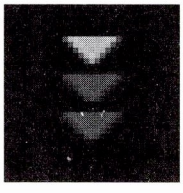


The targeting cursor appears when a unit is selected and the mouse pointer is over an enemy unit or structure that can be attacked.



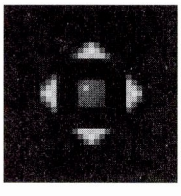
Note that GDI forces are under strict orders not to fire upon certain items, like other GDI units, trees, etc. You can order your units to fire on just about anything by pressing and holding the Ctrl key while clicking on the item or area you wish to fire upon.

The enter/capture cursor appears when a unit is selected and the mouse pointer is over a unit that can be boarded (like a transport helicopter or troop transport) or a structure that can be entered (like a repair bay, or in the case of an engineer, an enemy structure).



To help prevent overloading of troop transports (ground and air alike), you must order each individual in a group to board the vehicle.

The deployment cursor appears when a deployable unit is selected, and the mouse pointer is placed on the selected unit. Deployable units include the MCY and troop transports carrying troops.



Note that the unit must be on suitable terrain before you can order it to deploy.

Identify a unit by right-clicking on it.

Coordinating Troop Movement

Groups of units can be selected using the "lasso" cursor. Hold down your left mouse button and move the mouse to draw a box. Anything within the box when you release the mouse button is selected and can be given the same order. This greatly simplifies mass troop movements and is critical to success on the real-time battlefield.

Select groups of units using the "lasso" method.

To select multiple units that are not adjacent, press and hold the Shift key while clicking on units.

use radar to easily select the destination of mass troops.

The Shift key can also be used to remove a unit from a selected group. While a group is selected, press and hold Shift and click the unit you want to deselect.

Another key feature for managing your fielded units, Commander, is use of the **Pre-selected Group** functionality. In the heat of battle, you may wish to have different forces selectively attack different targets. But if your troops have become mixed together, as is common during firefights, selective attacks would be hard to do. Meanwhile, good soldiers may be dying.

Prior to engaging the enemy, put troops and vehicles that you want to be part of a distinct strike force in the same area of the map. Lasso them simultaneously. While they (and only they) are selected, hold down the Ctrl key on your keyboard and press a number key such as 2. The selected units are now a group that can be addressed from that point forward simply by pressing the 2 key (the Ctrl key is only needed to assign forces *to* a group).

You can then put other groups of forces (or single units) onto other number keys (1-0). With these pre-selected groups, you can quickly switch between control of specific task forces, whether they become physically mixed in with other units or not.

Note that any given unit can only be on one key. Thus, you could not *put an M1 on the 1 key, a Hummer on the 2, and both of them on the 3. If you attempted to assign forces in this order, it would actually blank the 1 and 2 assignments and leave them both on 3.*

The Pre-selected Group feature can be extremely important, for example, to pull grenadiers out of a close combat situation. Your brave forces are under strict orders to fight even to the death at your command, and if grenadiers are lobbing frags at Nod interlopers who then move right up to the grenadiers, your soldiers will continue to throw grenades, even though it means harming themselves. At the same time, you might also have minigunners assisting in the defense that you *do* want to stand and fight. Having the grenadiers on their own pre-selected group key lets you easily pull them (alone) out, leaving the minigunners to stand and fight. Once you begin using this important feature, you will fully realize its tactical significance.

There are additional built-in interface orders designed to expedite your command and control:

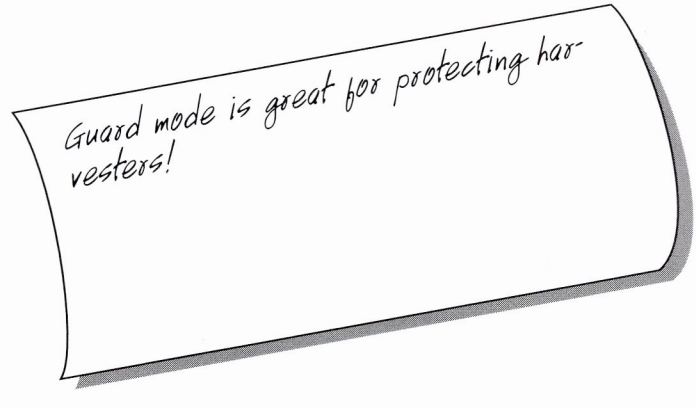
- The Home key causes the map to scroll instantly to the selected unit(s). Use this feature in conjunction with the pre-selected group function to keep track of certain units.
- Pressing Alt plus a number key selects the group previously defined on that key (by pressing Ctrl+#), and centers the group in the battlefield window. This shortcut is equivalent to pressing the group number key and then pressing Home.
- Pressing N selects the next unit on the battlefield. Use this key to cycle through all active units.

The Home key and group function is useful for tracking airborne units!

- Press H to center the battlefield view on your construction yard.
- The S key allows you to immediately issue **Stop** orders to all selected infantry and vehicles. Following your order, these units will cease attack or movement. This option is very useful for situations where organizational command has deteriorated and decisive action is needed to prevent harm to your soldiers (such a situation is otherwise known as a red-hot snafu).
- The X key commands all selected infantry or vehicles to immediate guard duty. All affected units will actively patrol the area around them and immediately fire upon any unfriendly units entering that area.
- Pressing the Ctrl key while a unit is selected allows that unit to target items it is normally prevented from firing upon via EVA safety lockouts. This option is most useful in simulated battles, to test the effects of different weapons on your own forces, to test firing upon neutral objects, etc.
- Ninety-nine percent of the time, the safety lockouts are critically important to preventing accidental friendly fire and other unfortunate incidents. In the final analysis, however, war is hell, and GDI would not want a battle (or a single soldier) to be lost due to some exceptional, unforeseen circumstance that caused the safety lockouts to conspire against us.

  Should unfortunate accidents occur with civilians, GDI does have PR resources at its disposal to defuse the potential negative image such accidents could generate. We know you will rely on your inner moral compass and use this override sparingly and wisely.

- While a unit (or group) is selected, you can assign it to guard another unit (or structure). With the desired guard units selected, press and hold Ctrl and Alt and click on the unit you want guarded. The guard units will follow the guarded unit around the landscape and will fire upon any enemy units that come within range.
- Pressing the spacebar brings up the **Options** menu for quick movement into the interface management parameters. See the following pages for more on this command-and-control support module.



Unit Health and Status

When a unit is selected a health bar appears above it. Initially green, this bar will shrink and turn yellow and then red as a unit takes damage. It is recommended, Commander, that you withdraw troops before this bar shrinks entirely, resulting in the destruction or death of the unit.

Some units also display a status bar when selected. This status appears beneath the unit and generally indicates how "full" a unit is. APC, for example, have five boxes for their status bar, one box for each infantryman it can carry. As troops board the vehicle these boxes will become colored, and when each box is colored the APC is full.

Other examples of status bar usage are shown in the following table.

Unit	Status Bar Meaning
APC/Transport Helicopter	Number of troops the unit can hold/units onboard.
Harvester	Amount of Tiberium onboard.
Refinery/Silos	Amount of Tiberium in storage.
Orca/Attack Helicopter	Amount of ammo onboard/remaining.

Credits and Power

Keep an eye on the amount of funding you have. Your current number of credits appears along the upper button bar. You start each game with a particular amount, usually just enough to build the basic structures you need. You can increase your funds only by harvesting Tiberium (which you should do aggressively), and your funds are decreased each time you build or repair items.

Be very careful not to let your funds fall below what you need to get your base camp rolling! Make the basic structures (Power Plant, 300C, and Tiberium Refinery, 2000) before spending your last credit. If you make a Barracks and start outloading infantry too quickly, you will not be able to make a Tiberium Refinery, and you will have *no* income for the rest of the engagement. (Note that EVA specs for refineries are not provided to an EVA operative until you have completed a few minor engagements, so GDI can be certain you have the skill to utilize these expensive structures.) Likewise, carefully protect your first Harvester of each engagement if you do not have enough credits to make another one.

Likewise, be mindful of the power your base is consuming. The meter on the left side of the sidebar shows you the amount of power your base has available (the green bar), and how much it is using (the blue line). When the blue line reaches the end of the green bar your base will encounter a power shortage—resulting in loss of

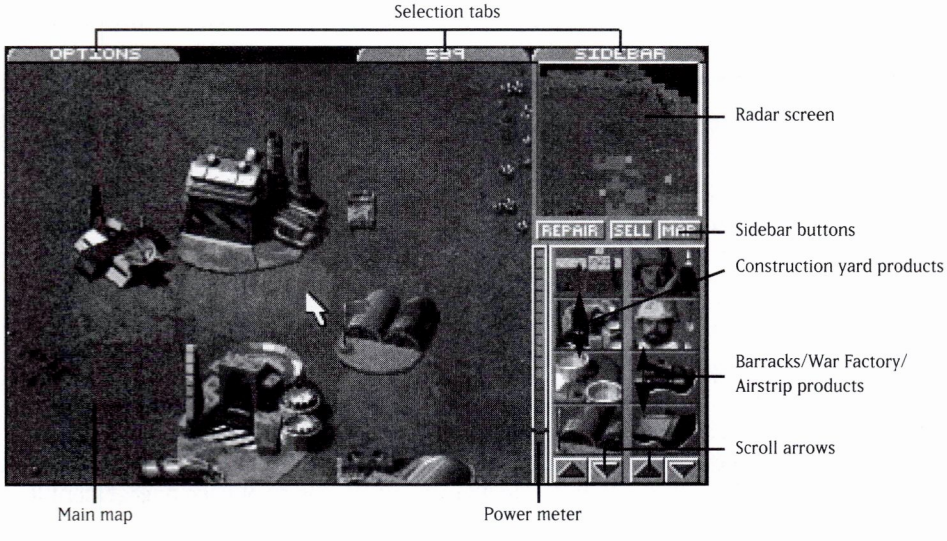
Always have a reserve of cash handy for emergencies!

radar, slowdowns in production, inoperable base defenses, etc. Build additional power plants before this happens, Commander, or risk operating under peak efficiency.

THE SIDEBAR

Special functions, like building new structures and repairing damaged ones, are accomplished by using the sidebar.

If the Sidebar is not open, click the Sidebar tab to open it, or press the TAB key.



BUILDING/DEPLOYING NEW UNITS

If you have a functioning construction yard, you can build new structures by clicking on the desired structure in the sidebar.

Commanders with functioning Barracks can deploy additional troops by selecting the appropriate troop type from the Sidebar. A functioning War Factory will add vehicles to the choice available from the Sidebar.

To build structures/vehicles or deploy new troops, click on the appropriate icon. Building begins immediately. The cost and complexity of the item determines how long the item takes to build. A progress meter appears on the icon and shows the building progress. As the item builds, funds are taken from your treasury to pay for it.

use the scroll arrows at the bottom of the sidebar to see more structures and units.

Place the mouse pointer on a unit's icon to see the cost of that unit.

You can pause construction at any time by clicking on the icon that is building. Construction can likewise be cancelled by right-clicking on the icon.

When a structure is done building EVA will notify you. You must place the structure on the landscape. Place the mouse pointer on the structure's icon, click and hold down the mouse button, and drag the structure onto the landscape. A shadow of the building will appear under the cursor. When the shadow is completely white you may place the building by releasing the mouse button.

The placement shadow will turn red where other buildings or inappropriate landscape interferes with the building's placement. Remember that you must place new buildings adjacent to existing ones.

Until you gain experience in placing structures, follow this crude rule of thumb: Leave enough clearance between structures and the surrounding terrain for troops to get through. We have already summarily dropped an EVA operative that deployed an MCY in the middle of a critical path leading off of a beach, stranding his troops on the beach while a lone Nod sentry (a kid) demolished the $400M Construction Yard, and our hopes of victory, at his leisure. (One of the stranded troops was a renowned commando, and the former operative has gone into hiding for fear of retribution.)

As an extension of this rule of thumb, you will want to leave room for additional structures, too. On the whole, you should set up operations in wide open areas until you become experienced enough to work with surrounding terrain. This would be for defensive and line-of-fire considerations; see Chapter 6, "Military Strategies and Tactics," for further details.

More details on the particulars of structures will be found in Chapter 4, "GDI Facilities and Forces," and Chapter 11, "Detailed Structure Data."

Repairing and Selling Units

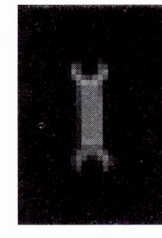
The top of the sidebar incorporates the Radar Map and three control buttons, Repair, Sell, and Map.

More information on the Radar Map is provided later in this section.

The Repair button allows you to repair damaged structures. Clicking on this button changes the cursor to the repair cursor. When the repair cursor is visible, click on a damaged structure to repair it.

Keep an eye on each structure's damage meter!

The structure repair cursor (wrench) is obtained by clicking the Repair button on the Sidebar. Click the repair cursor on the building you wish to repair.



Repair of the structure will begin immediately. The amount of damage a structure has incurred will affect how long repairs take, and how many credits the repair costs.

Vehicles and infantry cannot be repaired by this method. A Repair Bay is required to repair vehicles. Infantry cannot heal damage.

Obsolete or unneeded structures can be sold for credits. Clicking the Sell button on the Sidebar will cause the sell cursor to appear. Click on the building you wish to sell and it will disappear from the landscape and the appropriate credits will be placed in your account.

Don't sell the construction yard!

Cancel Repair or Sell mode by right-clicking.

A structure is sold at a fraction of its intial cost. Sell structures only in moments of dire need Commander; waste not, want not.

THE RADAR SCREEN

After you have constructed a properly powered Communications Center, a radar screen will appear in the upper right of the interface. This screen lets you move quickly around the battlemap, so it is key to your rapid response.

- If a unit is currently selected, you can direct the unit where to go via the radar map.
- You can use the radar map to tell your unit(s) to attack something, tell vehicles to go to a repair bay, or tell engineers to capture an enemy building. Watch for the cursor to turn to the appropriate type on the radar map, such as green triangles for repair or capture. (Fine control of the mouse is needed.) To verify your orders, a small box appears that describes the destination (e.g., "Repair Bay").
- If no unit is selected, the cursor turns into a square over the radar screen, and clicking centers the battlemap on the area selected.

Click the sidebar tab in the upper right if the radar screen isn't visible.

- Highlighted green corners in the radar map indicate what the main map is currently showing.
- When using the box cursor in the radar map, right-clicking will toggle between a very low magnification that shows the entire battlefield in the radar and a higher magnification that shows a smaller part of the map.
- Your forces appear on the radar map as yellow squares and any Nod units that have been sighted appear as red squares. GDI facilities appear in brown, and Nod facilities in faded red. Fencing and civilian structures appear in dark gray, and civilians in light gray. Tiberium fields are mottled green areas. Others include: Brown for GDI structures; Faded Red for Nod structures; and Light Green for Tiberium.

As you can see, the radar screen will greatly facilitate adroit management of your forces. Master the tools at your disposal, Commander, to optimize GDI impact and minimize losses!

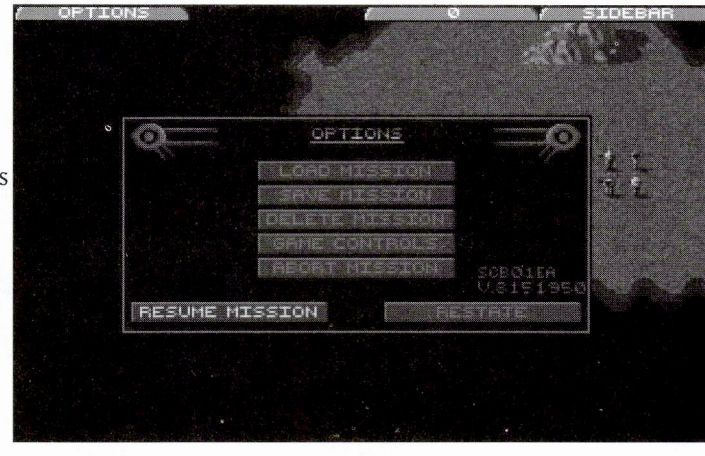
Options Menu

The Options menu allows for full control over engagements that have been saved to disk. This portion is well designed and allows for unlimited save capacity. The Delete Game option lets you free up disk space. Each save occupies approximately 50,000 to 150,000 bytes. You can view your C&C directory to see how much space is allotted for saved games. They appear with the name SAVEGAME.*nnn*, where *n* is the number of the slot the game occupies.

> *If you save an engagement over a previously saved one, the previous engagement will be lost.*

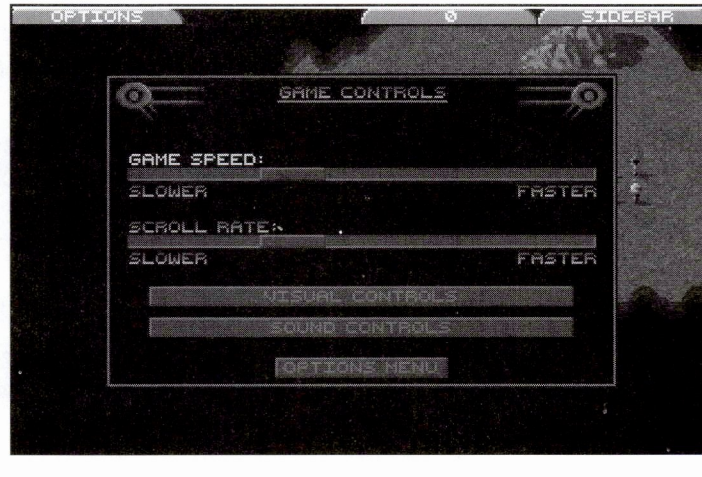
Game Controls

Within the Options menu is the Game Controls menu. This allows you to adjust the speed of the game and the visual and sound parameters. Settings are saved for future EVA engagements.



Visual Controls

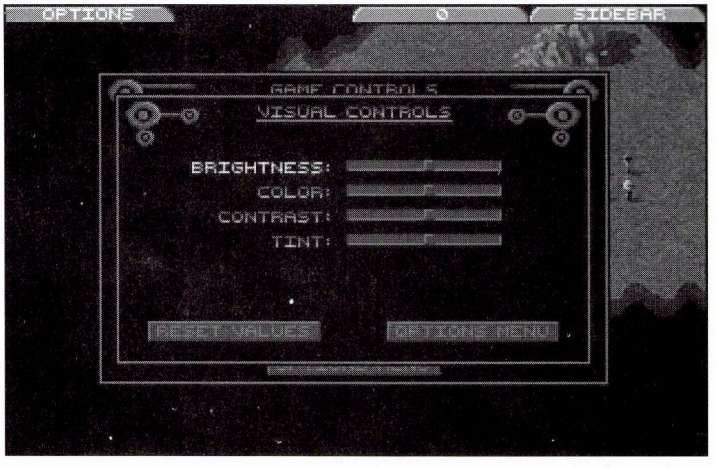
The EVA software incorporates a unique and useful feature that allows you to adjust the color and tint settings of your monitor. If you have any problems visualizing aspects of the battlemap interface, or if you simply prefer different settings, try adjusting

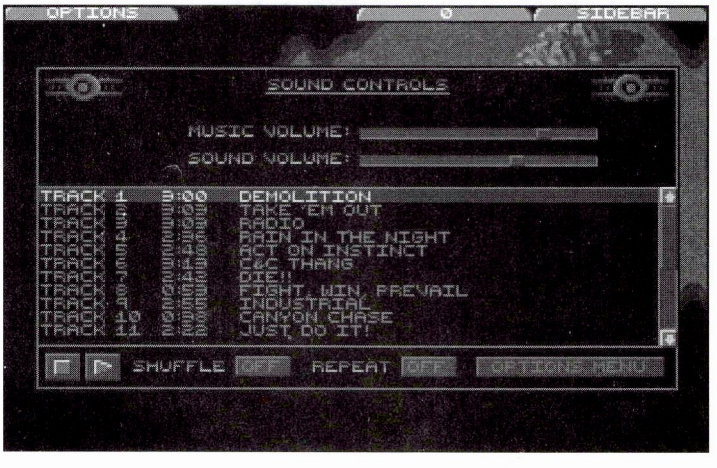


these controls. GDI programmers have gone to great lengths to bring a measure of comfort and pleasure to the appearance of EVA ops, so as to decrease the intensity and pressure placed upon our prized EVA operatives.

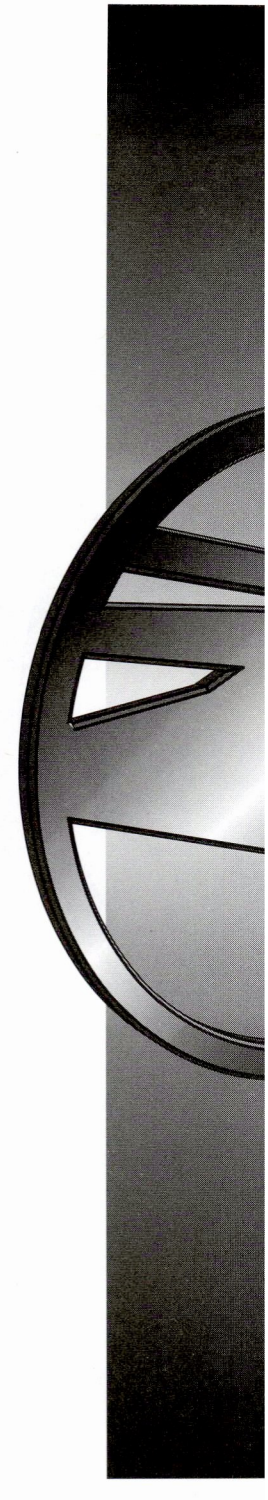
Sound Options

EVA also includes an outstanding selection of music. These tunes were developed by a radical element within GDI (located at the Westwood Studios front operation). Studies have shown that EVA operatives work better when inspiring music is played an interesting spinoff of the EVA concept. You can select which tracks you want, change the volume level, or even put the tunes on shuffle play.





4 GDI Facilities and Forces



As we have stated, the Electronic Video Agent represents a significant technological breakthrough for modern warfare. The funnel of technology that ends at your computer screen has cost billions of U.S. dollars. Now, we take you to the wide end of that funnel: the facilities and forces you will direct in GDI's struggle against the nefarious Nod.

Play close attention to the advantages, limitations, and purpose of your facilities and forces. With extreme expenses and even lives on the line, the price of suboptimal performance could be quite high.

GDI facilities and forces are listed in alphabetical order as shown below.

Detailed data tables on facilities and forces can be found in Chapters 11 and 12 of this document.

GDI Facilities (page 32)

Barracks

Communications Center

Communications Center, Advanced, and Ion Cannon

Construction Yard

Guard Tower

Guard Tower, Advanced

Helipad

Perimeter Fencing

Power Plant

Power Plant, Advanced

Refinery

Repair Facility

Silo

Weapons Factory

GDI Forces (page 46)

Armored Personnel Carrier (APC)

Bazooka Infantry

Commando Infantry

Engineers

Grenade Infantry

Ground Support Aircraft

Gunboat

Harvester

Humm Vee

Mammoth Tank

Medium Tank

Minigun Infantry

Mobile Construction Yard (MCY)

Orca Aircraft

Rocket Launcher

Transport Helicopter

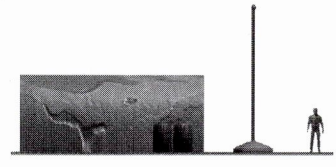
In this chapter, ranges are given in terms of battlefield cells. One battlefield cell approximately equals the size of the placement grid of a sandbag, fence, or concrete wall section.

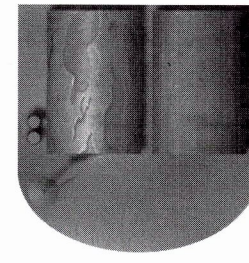
When appropriate, the speed of units is given as two values: straight movement and turning. The MCY, for example, moves forward very quickly, but turns very slowly. Its speed is therefore given as medium/slow (move/turn).

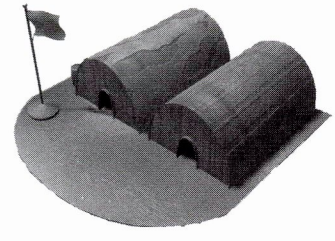
GDI Facilities

Barracks

COST: 300
TIME TO PRODUCE: 20 secs
ARMOR: Light
SIGHT RANGE: 3
POWER USAGE: 20







The barracks are the focal point for EVA prepping and deployment of infantry. With this structure, you begin to see the power at your disposal. From your perspective, GDI's excellent recruiting and expediting procedures appear to provide an immediate and inexhaustible supply of trained soldiers waiting solely for your EVA deployment orders. The limiting factor is not the number of personnel you are likely to need, but the cost of outfitting and deploying them through the interface and barracks preparation facilities.

In this new kind of warfare, the focus is quality, not quantity, and quality here largely means the ability to deploy small numbers of excellent forces. Battles are fought in terms of hours, not weeks or years. This follows directly from the ability to deposit a very small amount of physically relocated items (primarily the MCY, with minimal fire support) that quickly become a larger force via the new Tiberium-inspired micromanufacturing techniques. This small, crack force can then focus on a seed of enemy aggression before it grows into a large, country-spanning tree, as used to happen back when nations took weeks or months to field a decent counter response.

GDI tacticians recommend placing your barracks near the front of your base, so the soldiers are that much closer to the action. You can make more than one barracks, but keep in mind that brownouts slow your ability to prep and deploy the brave combatants.

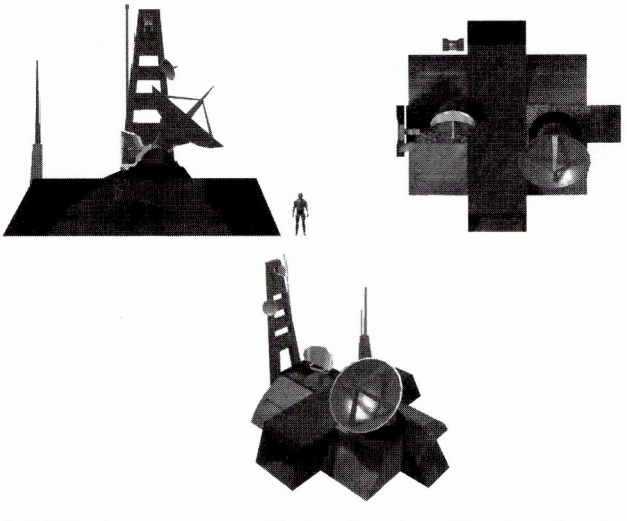
Although most GDI troopers are young, some are married and all have loved ones. Use these men and women wisely, but do what you must to foil Nod's nefarious plans. These soldiers know the score and are here to fight for the Free World. Do not attempt to waste EVA bandwidth on personal communications, socializing, or forming friendships with these personnel during combat situations; EVA is under strict programming directives to disallow such potential distractions.

Communications Center

COST: 1000 **TIME TO PRODUCE:** 66 secs

ARMOR: Light **SIGHT RANGE:** 10 + Radar

POWER USAGE: 40



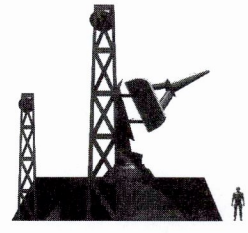
This powerful electronics center coordinates the operation of geostationary satellites, providing real-time image analysis and updating to your EVA battlemap. Build this structure ASAP, and pay attention to the overhead radar map that appears in the upper right of your interface screen. If you do not already realize its importance, you will be taught a tough lesson in the fluid response/counter response of the modern battlefield. Setting a proper enfilade takes time. The situational awareness made possible by the communications center provides precisely that: time. If you see enemy forces approaching on a flank, respond!

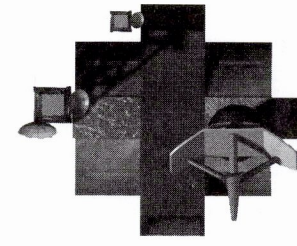
The relative location of the comm center within your base is not important. Therefore, we recommend placing it toward the rear of the base, so that more location-sensitive structures can occupy forward positions.

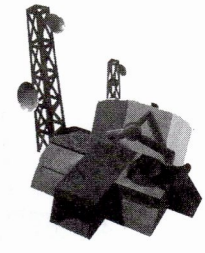
Keep in mind that the comm center requires full power supply to function. To keep your comm center running smoothly, anticipate your power needs as new buildings are made.

Communications Center, Advanced, and Ion Cannon

COST: 2800	**TIME TO PRODUCE:** 186 secs
ARMOR: Light	**SIGHT RANGE:** 10
POWER USAGE: 50,200 when firing ion cannon	**WEAPON:** Ion Cannon







Still under development, ion cannon technology is expected to be available soon. If you prove your ability to contain GDI losses and counter the Nod threat, HQ will likely allow you to download EVA specs and deploy this potent weapon.

We plan to implement the advanced communications center, but not as an upgrade to the current communications center. The functionality of the new ion cannon will be added later. The ion cannon uses an energy beam (specs withheld per seclev clearance) and requires power uplinking. The second satellite dish that appears will supply this.

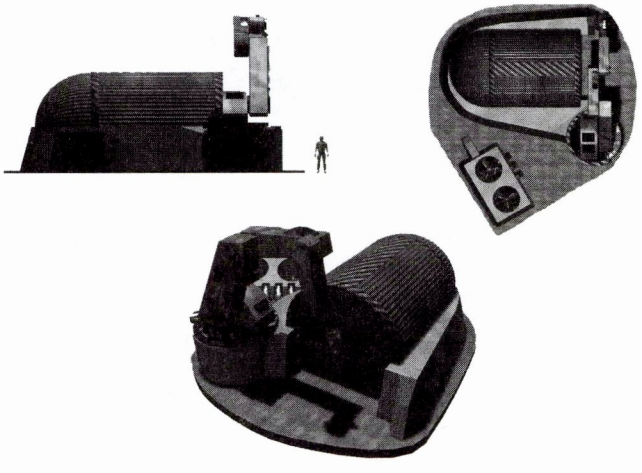
It will still be some time before ion cannon technology is fully operative. As of this writing, full-blown aggression appears imminent but has yet to begin. In the event of war, however, we do not anticipate the ion cannon being needed for long, due to its awesome destructive power.

The ion cannon will heavily damage or destroy anything within a two-by-two battlemap grid. This bestows an obvious advantage to you, Commander. For more information, see the discussion "Military Strategies and Tactics" (Chapter 6) and compare, for example, the Orca and ground support aircraft inserts for pointers on best use of this orbital blaster.

Be careful when using the ion cannon, as not every kink has been worked out. The worst of these revolves around the serious power drain required for cannon activation. GDI staff recommend having extra power units online when using the cannon and being highly elective when uncapping it. Don't sow this fine seed before every Nod swine that comes your way, or you'll find your own power structures piggishly wasted. Use the cannon when your field officers have located a few key structures or armor groupings that can greatly influence the turn of events.

Construction Yard

COST: NA	**TIME TO PRODUCE:** NA
ARMOR: Light	**SIGHT RANGE:** 3
POWER USAGE: 15	



Protect this asset with extreme prejudice, Commander. It is the first building you make in your beachheads, your sine qua non.

As the first structure to be built, the construction yard becomes the nucleus of your base. Thus, deployment in the center of a larger field cleared of vegetation, or other obstacles to further expansion, is important. Be sure to leave corridors of space for soldiers and vehicles to get around among your facilities. Making troops go to the edge of your base in order to get around structures can slow the response to a surprise attack or force your harvesters to do extra traveling. Until you become skilled, the best rule of thumb is to leave maneuvering room around the outside of your base for certain, and at least a few paths through your base.

As your experience in building bases increases, use your own judgment. You may want to deliberately deploy your MCY near blocking terrain to ensure that no enemy troops will attack from that quarter. (This holds true for all structures.)

> *Consult the military strategies and tactics section of this document (Chapter 6) for more information on base layout.*

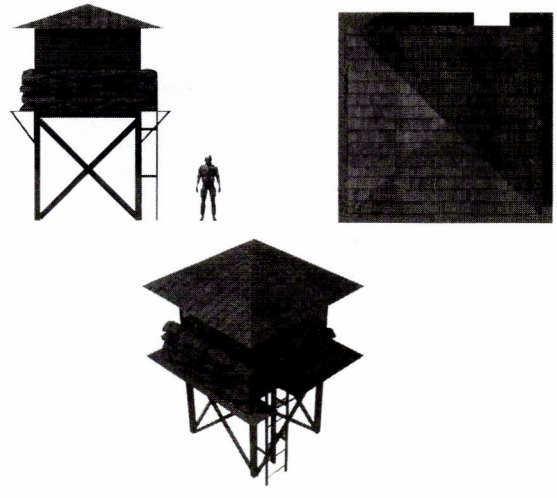
There is one crucial point you must remember, Commander. If your sole MCY or construction yard is destroyed, you cannot build any more structures in the current engagement. *Do not allow the forces of Nod this major advantage.* A final, important ace in the hole is the weapons factory. Should Nod destroy your only construction yard, make another MCY quick—*if* you have a weapons factory still available!

GUARD TOWER

COST: 500	**TIME TO PRODUCE:** 33 secs
ARMOR: Light	**SIGHT RANGE:** 3
POWER USAGE: 10	**Weapon:** Chaingun

As discussed in the perimeter fencing specs, you are responsible for defense of your base, and guard towers, turrets, and fencing are your greatest protective assets.

The standard-issue guard tower utilizes machine guns and height to provide a measure of defense.



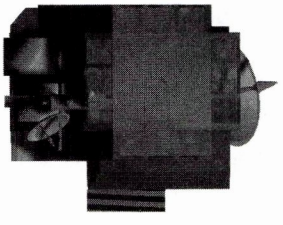
Refer to "Military Strategies and Tactics" (Chapter 6) for detailed base-defense considerations.

The tower is not affected by power shortages and requires a barracks in order to be built.

Unfortunately, if you are successful in dealing with Nod, it is likely they will throw more force at you than this guard tower is rated to withstand. Should this occur, fear not; GDI and UN tacticians will examine your needs and likely authorize the advanced guard tower specs that are expected to be completed shortly. (See the next section "Guard Tower, Advanced.")

Guard Tower, Advanced

COST: 1000	**TIME TO PRODUCE:** 66 secs
ARMOR: Medium	**SIGHT RANGE:** 4
POWER USAGE: 20	**WEAPON:** Tomahawk missle



Our designers are fast at work to produce specs for this tower, a combination of high, sturdy metal and a semi-automated, self-reloading rocket launcher. It can withstand significantly more damage and see farther than the standard tower, and its rockets are much more potent than the standard tower's weapon. Like the standard tower, it requires barracks in order to be built.

You will find the advanced tower an important keystone to strong base defense, should Nod attempt to attack in strength. Use this tower in conjunction with perimeter fencing and turrets (see Chapter 6, "Military Strategies and Tactics," for more information).

Plans for this structure had been thought nearly complete when a series of suspicious incidents established that the design team had been thoroughly compromised by Nod operatives. Not only are the current plans wholly suspect, but also the entire tower design center's network is riddled with tricks and traps that are frustrating the team. This affair demonstrated the insidious genius of Nod's hacker force and caused substantial consternation within GDI. But rest assured, Commander. Just as before the incident, GDI maintains that EVA and our computer defenses should be nearly impenetrable.

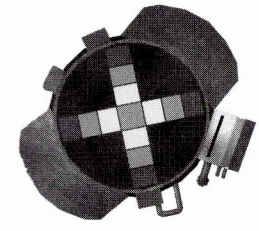
We will upload construction specs for this tower to you as soon as the team fully recovers. Given the competence of our programmers, this should be very soon.

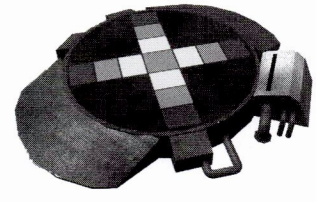
HELIPAD

COST: 1500 **TIME TO PRODUCE:** 100 secs

ARMOR: Light **SIGHT RANGE:** 3

POWER USAGE: 10





No modern war should be without air support, Commander, and neither shall you.

When necessary, you will be entrusted with this costly facility, and you will be able to manufacture Orca aircraft at your weapons factory. *Do not hesitate to bring the war directly to Nod's doorstep,* overflying obstructing forces, should it appear a deft move to make. These swift hornets will likewise greatly support our objective of neutralizing Nod forces.

Since the location of helipads within your base is not critical, you may place them to the rear of your base.

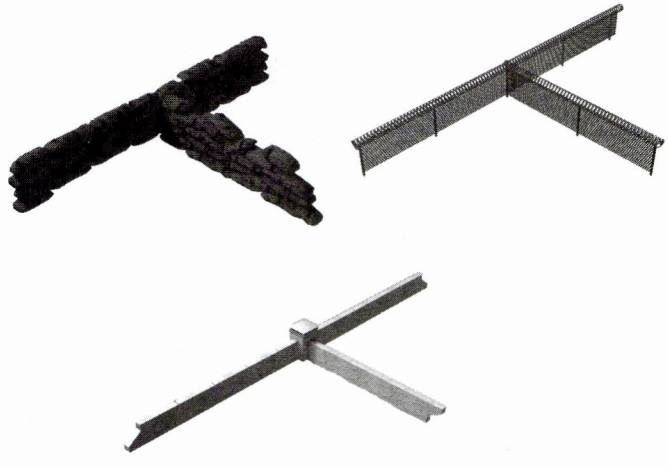
One Orca is automatically supplied with each helipad built.

Perimeter Fencing (Sandbags, Chain-Link Fences, and Concrete Barriers)

COST: 50/75/100	**TIME TO PRODUCE:** 3/5/7 secs
ARMOR: Light/Medium/Heavy	**SIGHT RANGE:** 0
POWER USAGE: NA	

These low-tech options are still used to good effect by modern forces.

Sandbags slow the enemy slightly, as well as provide some cover to our troops. Chain-link fences block light Nod vehicles (attack cycles and buggies) but not heavier vehicles. Concrete barriers will block all but the heaviest vehicles, and will slow even these down.



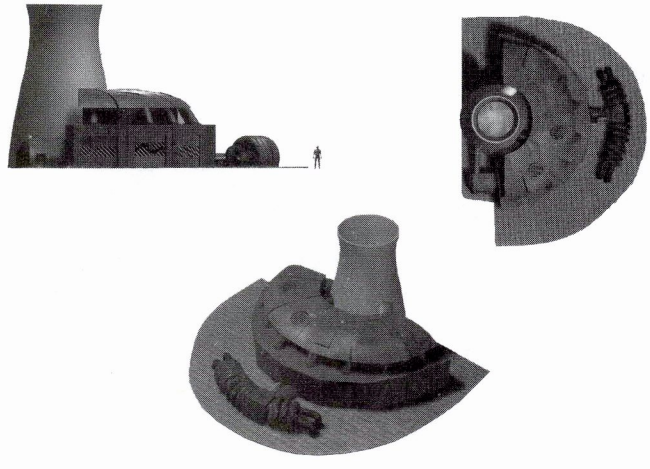
Note that many units fire explosive rounds that can make short work of most barriers.

Use perimeter fencing in conjunction with guard towers and turrets, in intelligent fashion, to simultaneously block access to your base and concentrate enemy units into kill zones. Enemy forces coming at you from one or a few directions are easy to handle with intelligent field-works of fencing and towers. When used to good effect, fencing can help you handle most base attacks and free up most or all of your mobile forces for offensive operations.

See the strategies and tactics section of this document (Chapter 6) for more information on perimeter fencing.

Power Plant

COST: 300	**TIME TO PRODUCE:** 20 secs
ARMOR: Light	**SIGHT RANGE:** 2
POWER USAGE: None	**POWER OUTPUT:** 100



Sufficient power is essential to smooth operation of your field bases. Anticipate the power requirements of facilities you want to make, and have the power available before you make them. If situations permit, it doesn't hurt to have extra power, both to guard against loss of a power plant and in case you misjudge power requirements for new buildings.

Keep your existing plants in good repair and your eye on the base's power meter. If your total power supply falls below current base requirements, production time for *all* structures increases by 50 percent. If power falls to 50 percent of specs, production time rises to three times normal. In addition, some structures, such as the comm center, require full power to operate.

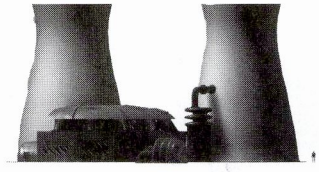
These time increases underscore the importance of anticipating power supply for new structures before they are built. In a sense, deciding whether to make the next power plant before or after a new building that necessitates one rests on whether you want the product of the new building at all costs (production time of it and all other buildings be damned) or you have the luxury of building in a more orderly fashion.

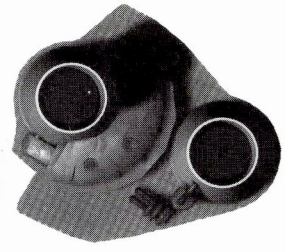
Because the placement of power plants is not critical, they should be to the rear of your compound. This allows more location-critical structures, such as Tiberium processors and unit-producing structures, to be placed in optimal forward positions.

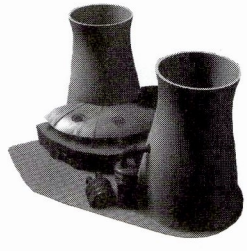
Remember power requirements for advanced communications center/ion cannon.

Power Plant, Advanced

COST: 700	**TIME TO PRODUCE:** 47 secs
ARMOR: Light	**SIGHT RANGE:** 2
POWER USAGE: None	**POWER OUTPUT:** 200







In an effort to brief you as fully as possible, despite the potential security risk, we include these write-ups of technologies still under development.

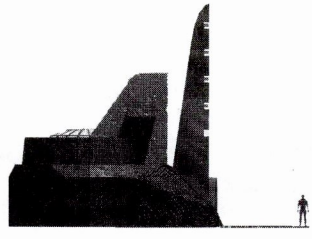
GDI scientists, in league with leaders of the Free World, are close to completing a hybrid hemifusion/fission reactor based on magnetoTomac technology. Despite the odds (once seeming insurmountable), this plant is expected to be more stable than the traditional power plant utilized by GDI, and protoypes supply 50 percent more power.

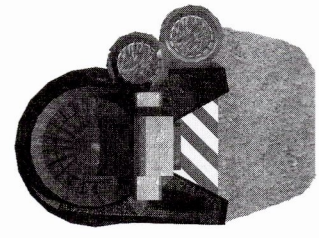
Most important, we expect this reactor to be critical to stable power plant performance when firing our ultimate battlefield weaponry, the ion cannon. We estimate the advanced power plant is 20 percent less likely to instantiate an out-of-phase serial incursive exponentiation (OOPSIE)—a fabulous fireworks display that is coincidentally not compatible with the continued existence of the power plant.

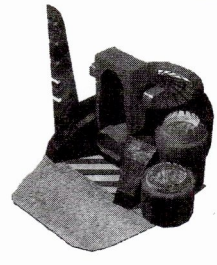
> *For what it's worth, we are aware of the environmental impact of using either power plant. We are pleased to announce that GDI is fully prepared to deal with this issue. Our legal staff stands by with numerous documents, ready to declare each base an off-limits hazardous waste site as soon as hostilities are complete. It's the only responsible thing to do.*

REFINERY

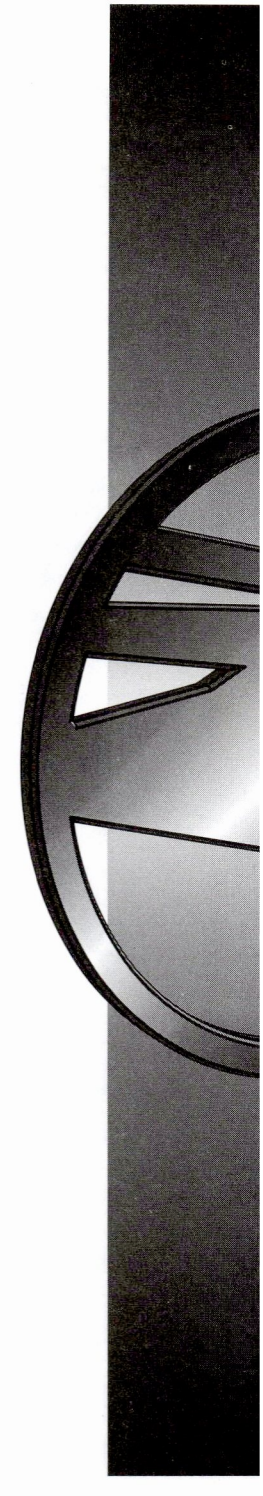
COST: 2000	**TIME TO PRODUCE:** 133 secs
ARMOR: Light	**SIGHT RANGE:** 4
POWER USAGE: 40	**POWER OUTPUT:** 10







They say an army moves on its stomach. In this brave new future, the war machine eats Tiberium, Commander. This priceless new commodity is a primary consideration in most GDI ops. Even the toughest, old-guard GDI brass consider it nearly miraculous. Tiberium allows for the creation of new items practically instantaneously (compared to previous fabrication methodology) at new beachheads. The process uses sophisticated Tiberium-inspired engineering combined with the latest computer-aided manufacturing (CAM) technology. (You are not currently cleared for this technology, which is available only on a need-to-know basis.) Tiberium is to modern warfare what nuclear weapons were to the Cold War: It wasn't that equivalent tonnage wasn't available, nukes just made it far easier to deliver. In short, Tiberium refineries are core-critical to EVA ops.



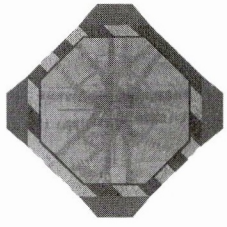
Place this structure at an edge of your compound near Tiberium deposits to minimize the need for harvesters to go around other structures. Consider making more than one refinery to speed Tiberium processing, especially in early combats before you are qualified to make harvesters separately. And don't forget that the refinery has limited Tiberium capacity (1,000 credits). If your harvesters start shutting down inexplicably, you likely need more silos. Don't get caught with your pants down on this one—plan ahead.

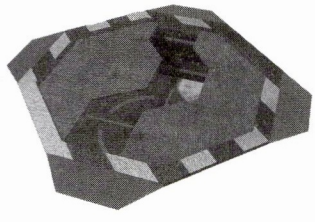
One harvester is automatically supplied with each refinery built.

EVA will give you a warning when storage is running short and you need to build silos.

Repair Facility

COST: 1200	**TIME TO PRODUCE:** 80 secs
ARMOR: Light	**SIGHT RANGE:** 3
POWER USAGE: 30	





The repair facility powerfully augments your armored forces. Due to the many expensive components built into modern vehicles, repairing a damaged vehicle is unquestionably more cost-effective than building a new one. You need to conserve Tiberium credits as much as possible.

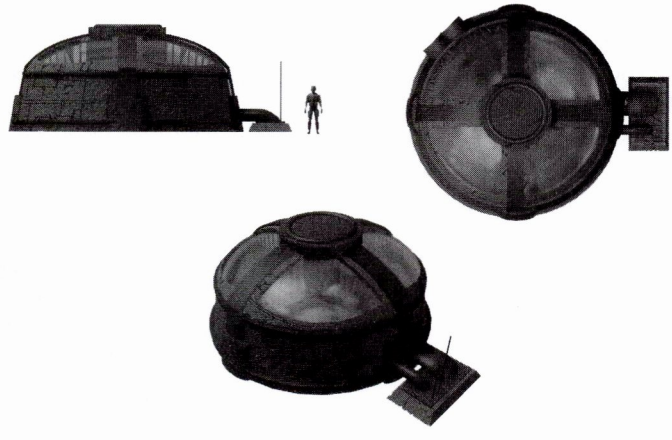
Place this structure near the front of your base, for quick turnaround of damaged vehicles. If the repair facility comes under attack, normal work will be disrupted as mechanics respond to the damage and take steps to protect the delicate equipment. And, as usual, power dips will slow the heavily energy-dependent work.

Keep this structure free from attack or power failure, Commander. We have top-flight mechanics who, with the help of new technologies, constantly perform miracles relative to previous repair standards. You do your job, and they will do theirs.

Silo

COST: 150	**TIME TO PRODUCE:** 10 secs
ARMOR: Light	**SIGHT RANGE:** 2
POWER USAGE: 10	**TIBERIUM CAPACITY:** 1000 credits

This unassuming facility is actually a sophisticated storage system for the labile, toxic Tiberium and associated separated elements. Watch your storage meter. If your harvesters begin to slow or cease harvesting, it is likely you have run out of storage space. This safeguard is programmed into the EVA subroutines to prevent dumping and loss of the crucial Tiberium.



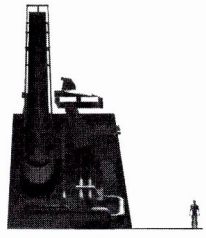
As the location of silos is not critical, staff recommends placing them toward the rear of your bases, so that placement-sensitive facilities can be placed forward.

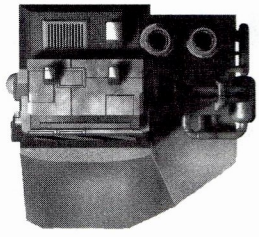
Take care to guard and repair your silos. If they are lost, so is the Tiberium contained within.

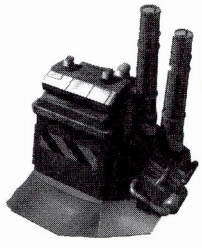
Weapons Factory

COST: 2000	**TIME TO PRODUCE:** 133 secs
ARMOR: Medium	**SIGHT RANGE:** 3
POWER USAGE: 30	

Although our infantry are brave fighters, you must recognize that the modern battlefield often requires a strong armored presence. Your weapons factory is a critical component of this combat force.







You will be able to make Humm Vees and the medium battle tank immediately. Qualification to produce more advanced units will depend on successful completion of mission objectives and the concurrence of GDI and UN authorities. This factory is an expensive facility, and its products are costly.

Place your weapons factory strategically near the front of your base, but keep it well guarded. Experiment with your heavy vehicle mix to find the types that most suit your needs.

Your weapons factory gives you a crucial edge over loss of your sole construction yard—you can simply churn out another MCY. If the dastardly Nod forces target your construction yard and weapons factory at the same time, however, you know what they're after: nullifying your core production capability.

More info in the individual scenario descriptions (Chapter 7), "Military Strategies and Tactics" (Chapter 6), and the units charts (Chapter 12).

Remember that more than one factory can be made, to double production (although one should usually suffice—they're expensive!), and that any drop in power supply below nominal requirements will cause loss of productivity.

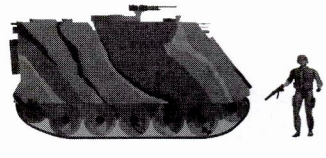
AI operatives are unlikely to target both weapons factories simultaneously. With human operatives, you'd better watch your back!

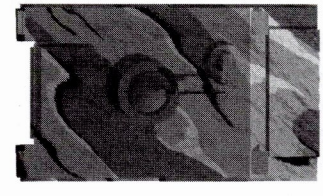
GDI Facilities, Troops, and Vehicles

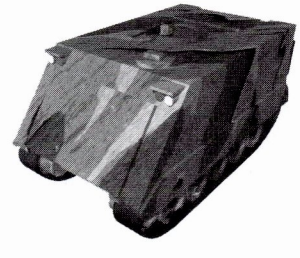
Armored Personnel Carrier (APC)

COST: 700	**TIME TO PRODUCE:** 47 secs
ARMOR: Heavy	**WEAPON RANGE:** 4
WEAPON: M60 machine gun	**SPEED:** Medium
Sight RANGE: 4	

The armored personnel carrier is used to transport troops under protection of heavy steel. It is especially useful in ops utilizing commandos and engineers. Commandos operating from APCs can lay waste to enemy infantry and then quickly return to the safety of the APC should enemy armor show up. Engineers carry a heavy load of technical equipment and are not able to fight whatsoever, yet usually need to go in harm's way to capture facilities.







As a fighting vehicle, the APC has much heavier armor than the Humm Vee, making the APC eminently more survivable. Its weapon, though, takes twice as long to reload, even though it is a third more powerful. All in all, most GDI tacticians prefer the APC as a light fighting vehicle over the Humm Vee.

To direct your infantry into APCs, simply click once for each unit you want to board and then click the APC. The driver of the APC will maneuver to allow the troops to get into the APC. You must wait for a unit to complete boarding before you can load another unit. To unload troops from the APC, wait until the APC stops and the cursor turns into an unload cursor. Clicking at this point will unload troops. There is no control over which troops are released; one click unloads everyone, space permitting.

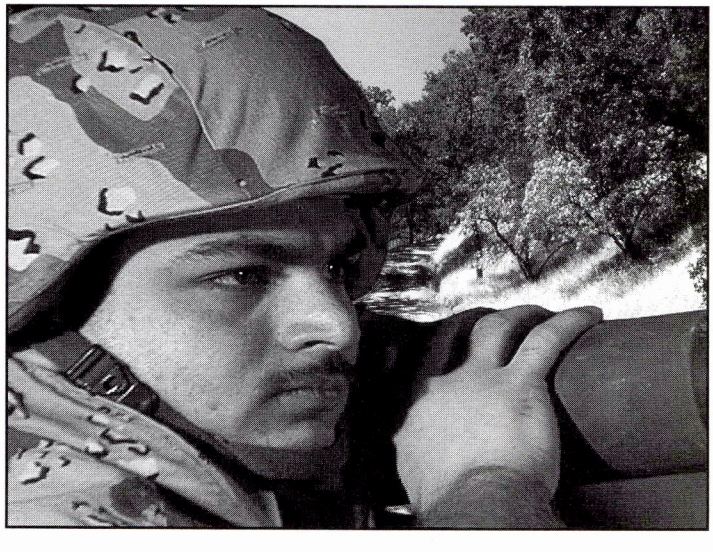
Humm vee's speed makes for a better scout.

To help avoid overloading APCs, EVA requires that you click on the APC for each troop you want loaded. If you have a group of five infantry selected, for example, you must click five separate times to load the five men.

Bazooka Infantry

COST: 300	**TIME TO PRODUCE:** 17 secs
ARMOR: Body Armor	**WEAPON RANGE:** 4
WEAPON: Light TOW	**SPEED:** Slow
SIGHT RANGE: 2	

The human-portable guided rocket is a battlefield classic. Nod has deployed a number of these TOW troops, and the Global Defense Initiative shall not be found lacking. Tiberium has touched many aspects of human life (for better or worse); one of the spinoffs is this lightweight launch platform with a virtually inexhaustible supply of micromanufactured warheads. The version



awarded the UN's production contract strongly resembles the venerable "bazooka" of World War II lore. This nickname caught on in early tests at the Edmonton, Canada, Artillery and Rocketry Testing Yard (ARTY) and has stuck ever since.

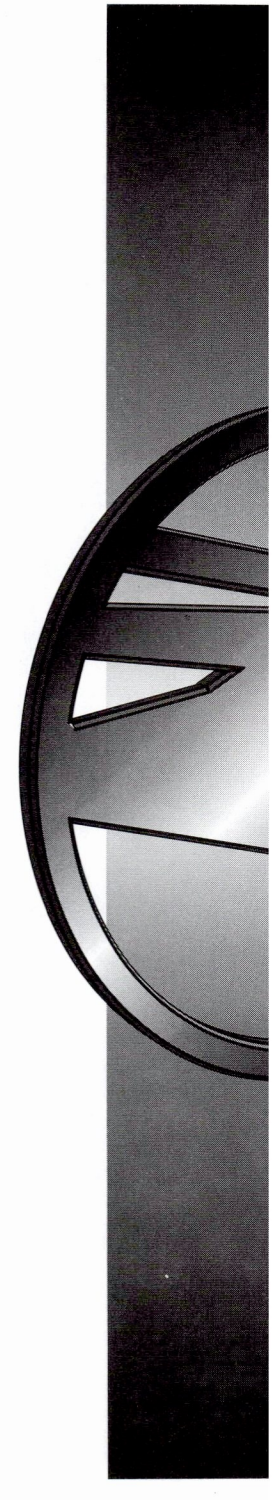
Able to hit ground and air targets at excellent range for human-portable TOW systems, this weapon is a very effective for all anti-armor purposes. It also is adequately effective against enemy facilities, far better than bullet-based weaponry and on par with grenades, without the potential for collateral blast damage. This weapon is not very effective against infantry, however.

You've heard the good news, so now here's the bad news: The sophisticated apparatus necessary for Tiberium-based warhead replenishment makes the bazooka soldier an easy kill. Weight factors reduce this soldier's ability to wear much Kevlar 6e body armor, and the micro Tiberium processing unit increases the likelihood of an explosion if the soldier is hit. Finally, this loadout is relatively expensive to produce.

Use these soldiers' golden missiles, but take extra precautions to preserve their lives. If your strike force operates with three to five bazooka infantry, you should be able to handle most any air threat and even moderate ground-mobile armor threats fielded by Nod. But be careful to screen these men and women. Consider utilizing at least a pair of vehicles to distract fire from the bazooka soldiers until they can neutralize the offender.

It also helps to have a few minigunner infantry in your squads who can attract fire, should the situation turn into a snafu and you need to bail out. All soldiers operating under your EVA direction have sworn to give their lives. Your mission is to see that their supreme sacrifice is made in the most efficient and low-impact operation possible.

Pay attention to detail (costs) and conserve resources.



Commando Infantry

COST: 1000

TIME TO PRODUCE: 67 secs

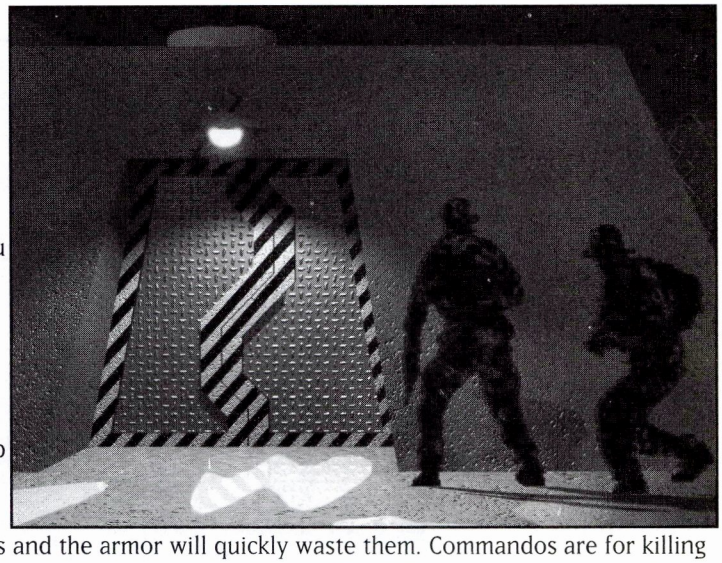
ARMOR: None

Weapon Range: 5.5

WEAPON: Sniper rifle

SPEED: Medium/Fast

SIGHT RANGE: 5



The command infantry are the best of the best. You will find these individuals highly skilled at demolitions ops and sniping enemy infantry. GDI Elite Forces will allocate them to missions as needed; you cannot direct EVA to deploy them at your barracks.

GDI has limited reserves of these heroes, so use them with great care. Keep them away from armor, as their sniping equipment can barely scratch vehicles and the armor will quickly waste them. Commandos are for killing infantry and blowing up facilities, not staring down tanks. Basically, *you need to have full situational awareness of your commandos whenever they are allocated to your engagement.*

Most of these swashbuckling gladiators wield colorful phrases even better than their guns. Do not be alarmed by such minor insubordinations. We have tried suggesting that they amend their comportment, but this has always resulted in serious bodily harm to the military police assigned to the task.

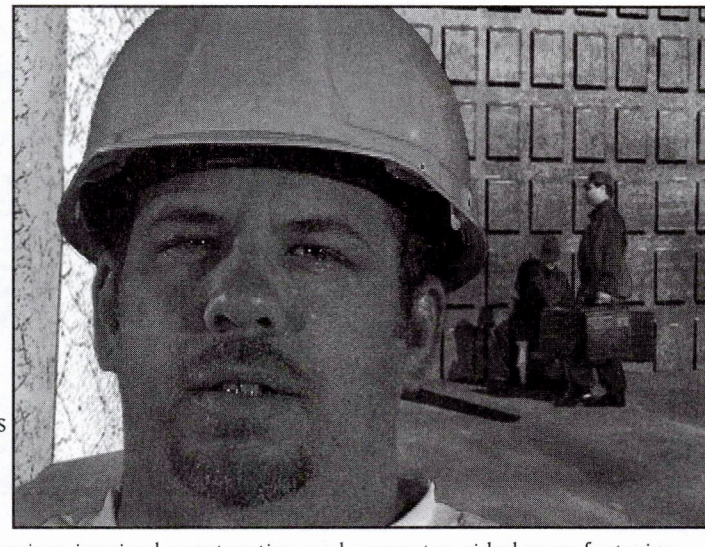
Consider long-range sniping when possible.

It's good to have commandos as friends.

Demolition operations with commandos are simple. Select a commando and then point to an enemy structure. If the cursor turns into a miniature satchel charge with timer, the Elite Forces unit(s) attached to you for this engagement can easily neutralize this structure. Click the structure and the selected commando will immediately proceed to level the facility, likely humming a snappy tune about Elite Forces and peace on Earth the whole time. (Commandos greatly appreciate being allowed to blow something up and will become endeared to you, meaning they will be happy to do favors for you later, in peacetime, should you like.)

Engineers

COST: 500
TIME TO PRODUCE: 33 secs
ARMOR: None
WEAPON RANGE: NA
WEAPON: None
SPEED: Medium
SIGHT RANGE: 2



Engineers are specially trained technicians familiar with Nod command and control technology. They carry a full variety of equipment designed for gaining access to, and taking control of, Nod buildings.

In this new military age, every building has a core computer net that controls much of the operation of the facility. This computer net is required due to the intense combination of Tiberium-inspired construction and computer-aided manufacturing (CAM). Together, these two technologies are sometimes called micro- or nano-assembly. The considerable computer capability needed for the nearly instantaneous construction of a building then becomes integrated as the core nerve center of the facility.

Facilities can be totally repaired if the smallest amount remains because the core, facility-specific CPU that oversaw construction in the first place is the last item to go. The CPU has some minimal AI that, combined with its facility-shaping abilities, allows it to "retreat" within the vestiges of a facility under fire, until the last remnant of the structure is lost.

A primary skill of engineers is rapid infiltration and domination of a structure's CPU. Because they are onsite with high-power RF locaters, jammers, and CPU scramblers, and because they are able to *physically* disable key security components, the engineers' work doesn't take long. (Engineers are trained on mockups in pitch darkness, and off-color jokes abound about how

Once a structure is captured, Noddies have but one option: Destroy it!

quickly they can accomplish certain functions in the dark.) Their other primary skill is rapid neutralization of physical access barriers (doors) with specialized instruments, the main tools being specially shaped charges and explosives-assisted hydraulic jaws. These hombres can practically walk in one side of a sealed bank vault and out the other without stopping.

As you can see, engineers are fully laden with, and wholly trained on, espionage equipment. Thus, engineers are *not* combatants and cannot defend themselves. They must be escorted and, likely, kept inside armored transports (such as an APC or transport helicopter) until at their destination.

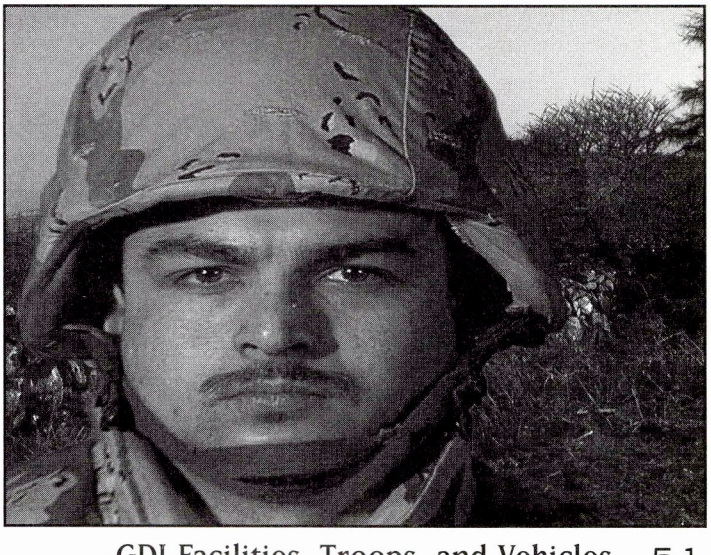
Be sure to protect engineers.

In the next section of this document you will see why we have reason to believe that the nefarious forces of Nod have developed facilities that are beyond our current technology. Your engineers can help you and the GDI as a whole if you can successfully capture and hold such advanced Nod facilities. Given the ubiquitous nature of optical-bus computer architecture and SNeRK nanotechnology these days, our analysts should be able to quickly master any captured facility's design. The GDI cause may be greatly helped by these unique facilities and products.

Grenade Infantry

COST: 160	**TIME TO PRODUCE:** 11 secs
ARMOR: Body Armor	**WEAPON RANGE:** 3.25
WEAPON: Grenades	**SPEED:** Slow
SIGHT RANGE: 1	

Grenadiers are better than standard infantry against armor and spell trouble for enemy minigunners. Their lobbed grenades reach farther and do more damage. Our tacticians recommend deploying grenadiers immediately (instead of minigunners) when HQ is sufficiently confident of your command skill to grant EVA security clearance for their loadout.



The briefing on minigunners (following) also applies to grenadier deployments. We expect you to be capable of assigning troops in your sleep, Commander.

When standing next to minigunners, grenadiers should be immediately discernible on your battlemap due to their blue equipment.

> *Adjust the color settings under Options if you are having trouble telling grenadiers and minigunners apart.*

Special skills of grenadiers include the ability to launch uphill and over walls. This makes easy kills of enemy minigunners who are downhill or over walls. Maximize your advantage, Commander!

Grenades make the most impact when vectored into enemy groupings. Thus, if you have one minigunner and one grenadier facing a lone enemy foot soldier on one side and a group of enemy infantry on the other, target selection is obvious. (Actually, at one level, the most obvious thing to do might be to concentrate both of your infantry on one of the enemy targets, but the lone enemy soldier will likely be so quickly killed that the limited time you have to direct actions should be factored in; thus, one-to-one assignments.)

Counterbalancing the recommendation to lob grenades into groupings is the fact that most Nod troops have been adequately trained and will flee from grenades. If you can maneuver numerous grenadiers to start tossing pineapples at precisely the same time, you will have a better chance at wiping out groups of Nod interlopers.

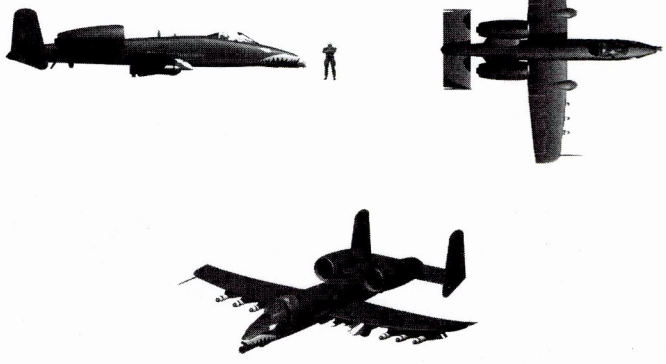
"Military Strategies and Tactics," chapter 6, provides more information on infantry targeting.

Keep friendly troops clear when using grenadiers!

Ground Support Aircraft

COST: N/A	**TIME TO PRODUCE:** N/A
ARMOR: Medium	**WEAPONS RANGE:** Extreme
WEAPON: Napalm Bombs	**SPEED:** Very fast
SIGHT RANGE: 0	

Colonel M. O. Morelli, commander for ops including the Flying Hog squadron, will support you and other EVA operatives on risky engagements where air support intervention is deemed important.



These aircraft are loaded with an ingredient that has a sizzling track record as an effective antipersonnel agent. We're talking about napalm, of course. The Flying Hogs have gained a distinguished reputation for pinpoint accuracy with their fireballs from the sky. As EVA has been programmed to disallow talking directly to the pilots, you will not be tempted to challenge them along the lines of the anecdotes appearing in the *Enquirer*, where pilots safely lit the cigarettes of individuals standing on the ground, in two of three attempts. (GDI HQ has no comment on the *Enquirer* anecdotes concerning pilots playing heavy-metal music and "The Ride of the Valkyries" quite loudly within their craft when engaged in combat.)

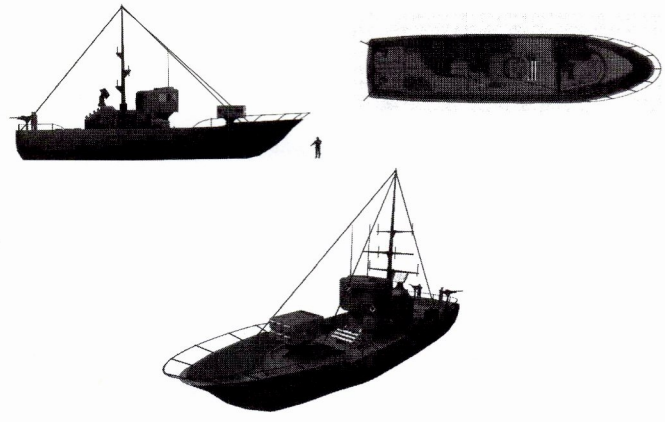
In general, you should direct ground support aircraft pilots much as we have shown you for the Orca (see the Orca listing later in this section). Use the maneuverability of the ground support aircraft to pick off smaller groups, especially those far from your forces. Use it to flank enemy troops about to enter a larger fray, in a pinning and attrition action.

The air support aircraft differs from the Orca in terms of its ordnance. Napalm is best used against foot soldiers. Lack of armor makes these targets especially vulnerable to being, in Hog slang, "KFC'd." If Nod troopers try flocking to your base, just call the Colonel's Hogs and watch the feathers fly.

GUNBOAT

COST: NA	**TIME TO PRODUCE:** N/A
ARMOR: Heavy	**WEAPON RANGE:** 7.5
WEAPON: Tomahawk missile	**SPEED:** Slow
SIGHT RANGE: 5	

Naval forces under the command of GDI Colonel J. C. Carter will be attached to your forces for scenarios requiring naval support. Their primary naval platform, the attack gunboat class, will likely be detailed to support your incursions. Its hull is thick and its missiles are powerful and long-range, making it a healthy addition to beach-storming parties.

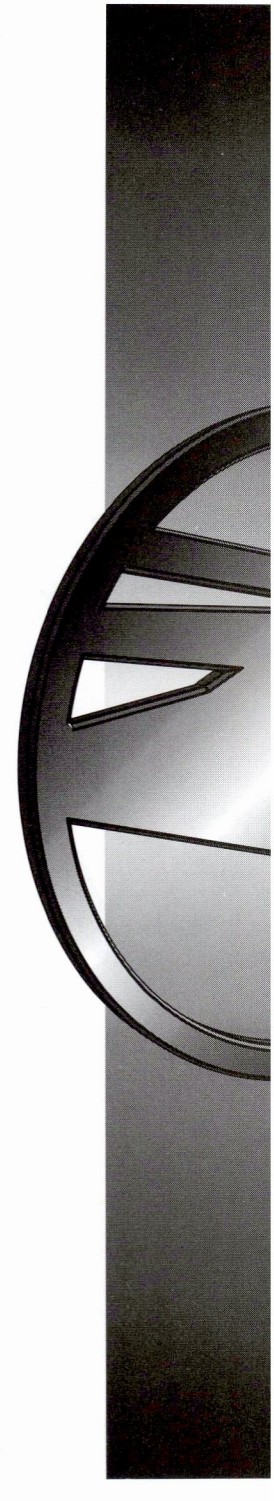


Following general GDI naval tactics, the gunboat captain will patrol the shoreline and fire on any unfriendlies within reach. Although you are not authorized to change the course of the boat, the captain will accept targeting orders. Using your EVA interface, simply click the ship to open a link to the boat's comm center, and then click the target. Via human-supported, computerized targeting systems, the boat will immediately lock onto your target and blast missiles at it (assuming it is within range).

Because most beachheads will involve hovercrafts landing troops and lighter vehicles, you should target any heavier enemy armor with the missiles of the gunboat while your lighter forward team concentrates on enemy infantry and smaller vehicles.

Assessing the battlefield as a whole, GDI tacticians generally recommend that you let the gunboat worry about its damage level. The gunboat captain will attempt to break off if receiving heavy fire. Let the captain worry about getting away or staying put. Your only concern in this situation would be using the weaponry of the gunboat optimally before the captain retreats or the boat is sunk. Generally, shore bombardment should only be needed for a short while before beachheads are secured, and the gunboat is likely to survive to sail another day.

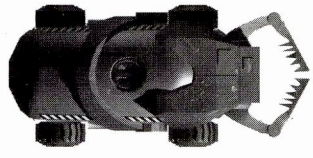
Gunboats are expendable.



HARVESTER

COST: 1400	**TIME TO PRODUCE:** 93 secs
ARMOR: Medium	**WEAPON RANGE:** NA
WEAPON: Treads (see below)	**SPEED:** Slow to Medium
SIGHT RANGE: 2	

Tiberium is the air you need to breathe in your campaigns, Commander. Deployment of all facilities and equipment requires it. The harvester gathers Tiberium and is therefore vital. (Tiberium is too labile to be rapidly transported in bulk to new hotspots and must be harvested on the spot. This is one of the reasons combat usually occurs near Tiberium fields—the other reason being the need to capture the Tiberium.)



We have programmed the EVA interface to allocate a harvester with each new refinery so you can get off to a running start with harvesting ops. Address your harvester's crew by clicking the vehicle, and direct them to any known Tiberium deposits that are free from Nod interlopers. Harvester crews will return to the refinery when they have a full load. An exception is made if all of your Tiberium storage space (refineries and silos) is full of Tiberium. If your harvester stops in place, check the status of your storage space.

Always watch your back near a Tiberium field!

Your first engagements will require special care for your harvester(s). You have limited Tiberium reserves and cannot directly manufacture harvesters until you are cleared for weapons factory production. Therefore, protect your harvester, Commander.

Harvester crews may need to be shown the shortest way back to the refinery.

If your sole harvester is lost and you can't build more, all our precious manufacturing technology is for naught, Commander. Some GDI tacticians strongly recommend making a second refinery the instant more Tiberium becomes visible, or even at the start of a scenario, if general experience suggests that there will be plenty of the precious commodity. These tacticians believe in being "the firstest with the mostest." You must make your own decision in this regard.

Although the crew normally returns to the refinery when the harvester is full, they do not always return to the field to collect more Tiberium. This will happen especially if the field where they had been collecting has been wholly harvested and there are no more fields nearby. Harvester crews have instructions not to proceed to new fields farther from base until so directed by you. You have overall understanding of the engagement and know which fields are safest for operations.

May want to keep enough credits in reserve to build another refinery.

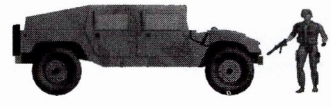
When choosing Tiberium fields for harvest, perform a mental triage. Fields firmly under Nod grip are not safe for your harvesters, whereas those wholly safe from Nod incursion are not going anywhere. Focus on fields that are relatively safe now but might not remain that way. If you have more harvesters than relatively safe fields, assign extra harvesters to totally safe fields. A credit harvested is a credit earned.

Harvesters have no offensive weapons but can "bulldoze" troops.

If you have sufficient forces, of course, you should always be working to make more fields safer for your harvesters, among other things. The Tiberium you acquire is Tiberium that Nod does *not* acquire. War encompasses many considerations, Commander: One of them is keeping the enemy from acquiring materiel to begin with, materiel you might later face in battle.

Humm Vee

COST: 400	**TIME TO PRODUCE:** 27 secs
ARMOR: Medium	**WEAPON RANGE:** 4
WEAPON: M60 machine gun	**SPEED:** Fast
SIGHT RANGE: 2	



This lightest GDI vehicle is good for fast strikes and reconnaissance. It is manufactured at your weapons factory. GDI tacticians recommend using the Humm Vee until you are qualified to produce heavier vehicles. Although its armor is light, it is a better option than either infantry class due to its heavier armor and firing strength.

If you find your Humm Vee outclassed by enemy armor, tell your drivers to pull back and assign them to scouting duty or rearguard. Rearguard Humm Vees could come in quite handy if attack cycles break through your front lines and dash for your base!

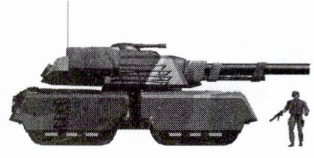
The detailed unit charts (chapter 12) have more Humm Vee info.

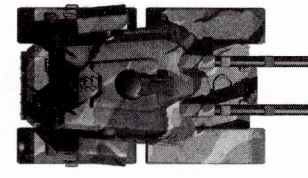
The infantry who use Hum Vees often espouse their admiration and respect for the multipurpose vehicles. A Humm Vee can take ice, sand, or snow in stride; climb steps and logs almost 2 feet high; and climb and descend almost any hill. Its generic, strong chassis has made it amenable to dozens of specialized implementations, including medevac, TOW, troop carrier, command and control workshops, and, of course, transport versions. The version supplied to you is variant M1026, a lightly armed reconnaissance configuration.

Humm Vees are a fast, effective way to reveal terrain and scout for enemy presence.

Mammoth Tank

COST: 1500	**TIME TO PRODUCE:** 80 secs
ARMOR: Heavy	**SPEED:** Slow
WEAPON 1: Dual 120mm APDS	**RANGE:** 4.75
WEAPON 2: Mammoth Tusk Missiles	**RANGE:** 5
SIGHT RANGE: 4	





When GDI High Command grants access to EVA specs for Mammoth tank construction, you have reached a pinnacle, Commander. The privilege and responsibility of using this expensive, potent behemoth are not given lightly.

Mammoth is a well-deserved name. This tank sports the most powerful armor-piercing guns on the modern battlefield, *in tandem,* as well as two medium-strength, long-range TOW (tube-launched, optically-tracked, wire-guided) missile launchers. The armor-piercing discarding sabots utilize the finest such round designed to date by the United States, the perennial world leader in tank systems: depleted-uranium, fin-stabilized, hypervelocity slugs. It shouldn't take too many of these kinetic punches to make Swiss cheese out of your hapless targets. The TOW-2B is a top-attack weapon with two angled warheads. The wire guidance system greatly enhances accuracy over simple gunsights, and the top-attack profile pierces the weaker top-deck plating of targets and directs special, superheated, shaped charges into the vehicle's interior.

Any small or medium-size Nod force that comes upon a pack of Mammoths will wish they hadn't. But be sure to practice concentration of force—don't let a pack of Nod hyenas corner one of these beauties and grind it down to dust.

Sustained enemy fire can cripple or kill a Mammoth. Watch those damage meters!

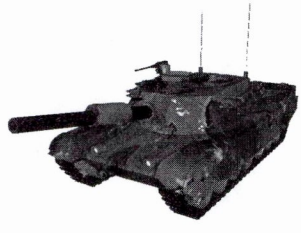
In large, pitched battles, the Mammoth is the linchpin of your combined forces attack. Use your rocket launchers, aircraft, and other assets to pound the enemy, and let Mammoths be the final, hulking barrier Nod must pass to get to softer platforms or break through into your territory.

Medium Tank

COST: 800	**TIME TO PRODUCE:** 53 secs
ARMOR: Heavy	**WEAPON RANGE:** 4.8
WEAPON: 105mm APDS	**SPEED:** Medium
SIGHT RANGE: 3	

Once you qualify for this armor, Commander, you'll know you're doing well. This is the first heavier fighting vehicle allocated to successful EVA operatives.

There have been many times on the map of battle when good soldiers died facing impossible odds. These odds are referred to as "men versus metal."



Your medium tank, with a long history of successful use in global conflicts, carries time-tested weapons (armor-piercing discarding sabots, or APDSs) and much heavier armor than the armored personnel carrier (APC) or Humm Vee. The APDS shell is basically a simple, thin, hypervelocity cylinder of heavy metal with a hardened tip. Using accelerating technology, it pierces enemy armor and, through excessive kinetic energy alone, rattles around within the enemy vehicle like a bullet in a barrel, inducing catastrophic secondary munitions or fuel explosions. The tank's customized, multilayer armor gives it an approximate rolled homogenous armor (RHA) equivalence of almost a full meter in the front.

When faced with more than token armor opposition, meet it with armor.

Use the medium tank as your primary armor until HQ qualifies you for better platforms. For more info on effective use of your armor, refer to the sections of this document on scenarios you might encounter (Chapter 7) and military strategies and tactics (Chapter 6). For fine details, don't miss the detailed weapons-platform charts (Chapter 12).

Minigun Infantry

COST: 100	**TIME TO PRODUCE:** 7 secs
ARMOR: Body Armor	**WEAPON RANGE:** 2
WEAPON: MI6 Minigun	**SPEED:** Slow
SIGHT RANGE: 1	

These troops are your standard infantry, Commander. Via EVA control of the specialized outloading equipment, they can be prepped and deployed as quickly as you see fit, once you have constructed a barracks. Protect these human assets as much as you can, but do not be afraid to send them into risky situations.

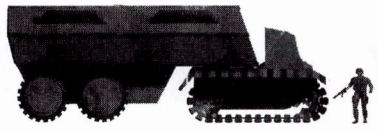
Minigunners are best used against other infantry. Focus your attack, as always; see the strategies and tactics chapter for more information. Grenadiers are preferred if your troops are confronted by armor. Should armor confront your infantry, lasso the troops and give them all orders to focus on the armor ASAP or, if there is a poor match, to fall back and regroup with more forces. Most armor can outrun foot soldiers, however. Therefore, tell your soldiers to stand and fight in a hopeless situation. Don't let an outgunned soldier simply get shot in the back while Nod forces have a good laugh from inside their armor. And don't feel too bad about ordering soldiers to stand and die, Commander. GDI representatives will present the fallen hero's family with an impressive plaque.

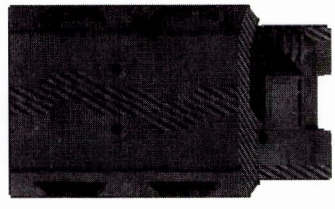
If enemy armor advances on the scene in force, consider posting your foot soldiers to less suicidal missions, such as guarding your base or exploring uncharted areas of the map.

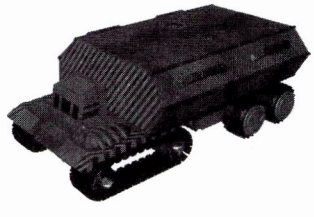
Once you have transport helicopters, do not overlook air drops. Don't be afraid to strike deep, if you can get away with it, or to retreat if your men and women get in a fix.

Mobile Construction Yard (MCY)

COST: 5000	**TIME TO PRODUCE:** 333 secs
ARMOR: Medium	**WEAPON RANGE:** NA
WEAPON: None	**SPEED:** Medium/Slow
SIGHT RANGE: 2	







The nearly miraculous technology of the Tiberium age has rewritten the books on battlefield logistics and supply. New structures, vehicles, and troop deployments can be accomplished in a matter of seconds. But not even the marvel of Tiberium can change the basic fact that we have to get our MCYs deployed, and protect our construction yards, or Nod will be the only folks experiencing a miracle in that particular battle. The MCY and construction yard are key to utilizing the new Tiberium-inspired micro-assembly technology. Should you lose your MCY, you're going to need a miracle of an entirely different sort than Tiberium, Commander.

Focus all of your attention on cautiously shepherding your MCY to a location that looks good. Direct your forces to spread out around the golden goose, and don't be afraid to tell your MCY driver to pull back if things look dicey. Focus your fighting force on the interlopers, and get that MCY in place, your construction yard up, and the GDI rolling.

When your MCY driver has arrived at the deployment spot, move your EVA interface cursor over the MCY, and the cursor will change to the deployment cursor. Click the MCY and your driver will immediately deploy the vehicle. We have fine-tuned the interface and trained our staff well so you can concentrate on only what is most critical: establishing GDI presence and eradicating Nod's.

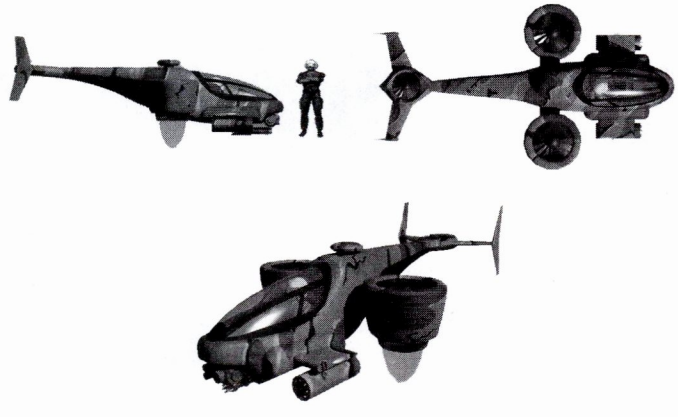
Finally, as a bold move, don't forget the possibility of building a construction yard very close to an enemy holdout that is a tough nut to crack. If the MCY can reach the location and the construction yard survives, you can start to produce, for example, advanced guard towers right at Nod's doorstep—and watch the fun begin. Deploying the MCY a bit out of range of Nod shells is the preferred way of bringing the fight to Nod's doorstep. See the strategies and tactics section of this document (Chapter 6) for more information.

See construction yard specs for details on deploying MCY.

Orca Aircraft

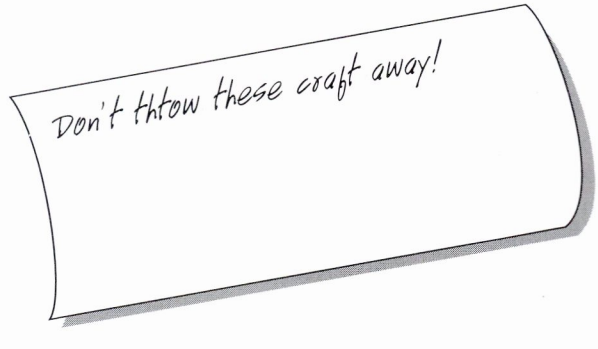
COST: 1200
TIME TO PRODUCE: 80 secs
ARMOR: Heavy
WEAPON RANGE: 4
WEAPON: Dragon TOW
SPEED: Very fast
SIGHT RANGE: 2

This is GDI's airborne weapon platform, the only offensive aircraft you are able to control. (The Warthog ground support aircraft may be allocated to support some engagements but would not be under your command. These crack fighter jocks, to be attached by HQ, are reserved for situations needing special attention.)



The Orca sports Dragon missles that will give heavier vehicles something serious to think about. The Orca is made available when HQ considers your skills sufficient for handling this expensive vertical takeoff and landing (VTOL) aircraft.

The craft is controlled by selecting a destination or target. If a destination is selected, the pilot will fly and land at the destination. If a target is selected, she'll deliver a hefty punch to the area and return to your base once her missles are away. Any damage taken will have to be repaired by a vehicle repair bay, but the Orca will be rearmed at a helipad. It's a point-and-click decision for you, Commander, so you can concentrate on ground-based actions.



Orcas can only fly to points on the map that have been previously explored.

The Orca is equipped with armor. It can generally survive up to eight rocket hits, but don't press your luck. If necessary, recall the Orca by selecting an empty helipad as its destination.

Given its mobility, the Orca is ideal for picking off lone units or small groups far from your other forces. Your slower ground-based units would be tied up for a long period of time in transit—not an efficient use of the important war materiel we place in your command. Orcas are also excellent in the support role of pinning or slowing smaller groups of enemy units that are maneuvering to join a larger conflict. This helps keep Orcas away from situations where they could be overwhelmed, as noted above. Finally, they can be excellent for giving a little extra oomph to a pitched battle grinding down to nubs.

A Nod secondary construction yard is an important, but not crucial, target. Return Orcas to empty helipads for re-arming.

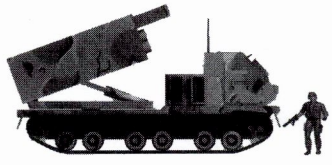
Let an arrow in your quiver of battlefield tricks be an Orca suicide run on a critical enemy facility. Remember your essential targets, especially the all-important construction yard. (If you see a Nod MCY later in the game, it is likely deploying a secondary construction yard.) Your Orca pilots are trained professionals who realize that one life spent in a blaze of destruction can save dozens or hundreds more from death. And there is always the exceptional honorary plaque that will be awarded to survivors of the deceased heroine back home.

Nevertheless, your suicidal arrow is pointless unless the enemy base has already been softened up. Keep in mind our advice concerning Orca survivability. Think about doing suicide missions only if they cause *irreparable* harm to Nod. This point cannot be stressed enough, Commander. Sometimes Orcas can be used to mop up what's left after an ion cannon blast (when this preeminent technology has become available), delivering a killer one-two punch. Take out Nod's soul, and its body will not be far behind!

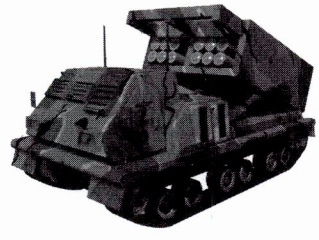
Strategies and tactics section (chapter 6) has more info on prioritizing destruction of enemy facilities.

Rocket Launcher

COST: 800
TIME TO PRODUCE: 53 secs
ARMOR: Medium
WEAPON RANGE: 6
WEAPON: Rocket Launcher SSM
SPEED: Medium
SIGHT RANGE: 4



The 601 rocket launcher is a long-range ground-based unit. High-explosive shells nine inches in diameter can put a hefty dent in anybody's picnic plans.



For best effect, direct several rocket launcher drivers to locations that make the enemy wade around terrain to get to them. Then sit back and watch the show. But note that these units are dangerous for base defense, particularly if they are in proximity to concrete walls. The inaccuracy of the high-powered launcher is an important factor to keep in mind.

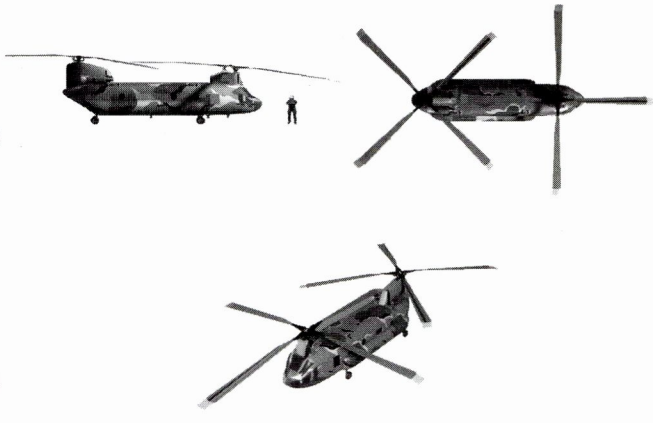
The Achilles heel of this titan: light armor and no short-range fighting ability. Tacticians therefore do not recommend using them unescorted against enemy vehicles that can move faster than the rocket launcher, which means most enemy vehicles. Be sure to have an escape route if you do use them sans escort. Attack cycles spell real trouble here! And a solitary, unescorted rocket launcher is very risky to deploy. Chances are that even a small, medium-speed armor force will get through to the rocket launcher faster than it can lay down its shells *or* retreat.

Use combined arms tactics to see if you can "roll up the rug" on the Nod, which is the GDI tanker term for a heavy armor escort just in front of a solid wall of slowly advancing rocket launcher drivers. No need to worry about trees blocking your way!

The rocket launcher is an attack, not defense, vehicle.

Transport Helicopter

COST: 1500	**TIME TO PRODUCE:** 100 secs
ARMOR: Medium	**Weapon Range**: NA
WEAPON: None	**SPEED:** Fast
SIGHT RANGE: 0	



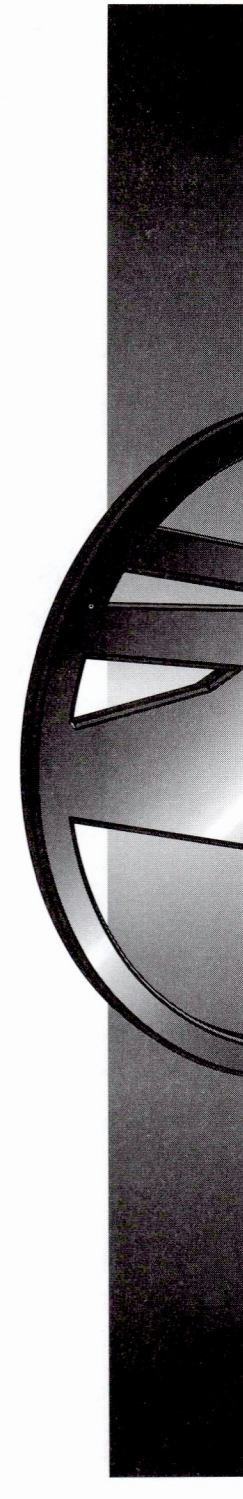
Students of military history know the importance of rapid deployment. Your battles will be fought in real time, and managing a fast force on top of the numerous other skirmishes occurring may seem too challenging to attempt. Nevertheless, our staff strongly recommends that when conditions are right, *go for it.*

When appropriate you will be given direct authority over the transport's flight path. Upon occasion (generally transportation of reinforcements to the front), the transport pilot will be under orders to simply land, deploy troops, and return to base.

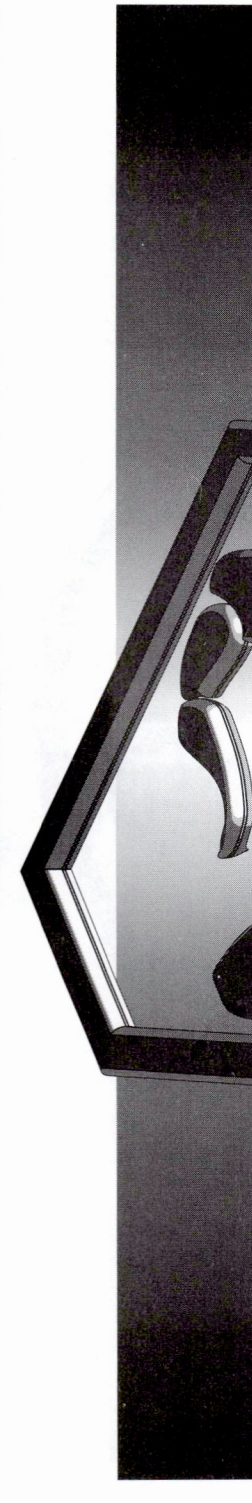
To load infantry into a waiting transport, select the troops to load and then click on the transport. Just like the APC, you must click once for each unit you wish to load onto the transport.

Don't load up only to have Noddies use the transport for target practice. Consider using the helicopter to transport Commandos and Engineers to the front.

You can order the transport to fly to any explored region of the landscape by selecting it, and then clicking on the destination. Note that the pilot will attempt to fly in a straight line to the destination. This is not always the best choice as SAMS and rocketeers may be between the helicopter and its objective. If hostile units are close by, you may choose to "hop" the chopper, selecting multiple destinations to better define the flight path.



5 Nod Facilities and Forces



Your understanding of the forces under your control is crucial to the Brotherhood's success. This document has been prepared to introduce the various structures, units, and weapons at your disposal against the GDI onslaught.

Study this information well, Commander, because your life may very well depend on it.

Nod Structures (page 70)

- Airstrip
- Communications Center
- Construction Yard
- Hand of Nod
- Helipad
- Obelisk of Light
- Perimeter Fencing
- Power Plant
- Power Plant, Advanced
- Refinery
- Repair Facility
- SAM Site
- Silo
- Temple of Nod
- Turret

Nod Equipment (page 83)

- Attack Helicopter
- Cargo Plane
- Chemical Warfare Infantry
- Commando Infantry
- Engineers
- Flame Tank
- Flamethrower Infantry
- Harvester
- Light Tank
- Minigun Infantry
- Mobile Artillery
- Mobile Construction Yard (MCY)
- Nod Buggy
- Recon Bike
- Rocket Infantry
- SSM Honest John
- Stealth Tank
- Transport Helicopter

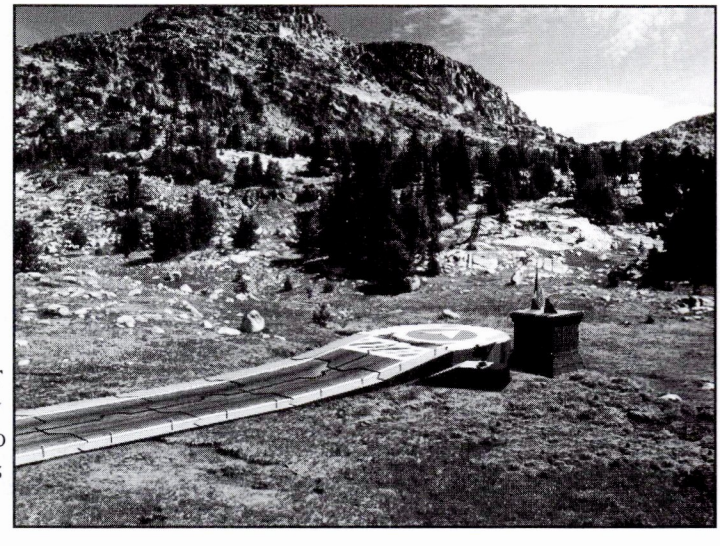
In this chapter, ranges are given in term of battlefield cells. One battlefield cell approximately equals the size of the placement grid of a sandbag, fence, or concrete wall section.

Where appropriate the speed of units is given as two values—straight movement and turning. The MCY, for example, moves forward fairly quickly, but turns very slowly. Its speed is therefore given as medium/slow (move/turn).

Nod Structures

Airstrip

COST: 2,000	**TIME TO PRODUCE**: 133 secs
ARMOR: Heavy	**SIGHT RANGE**: 5
POWER USAGE: 30	

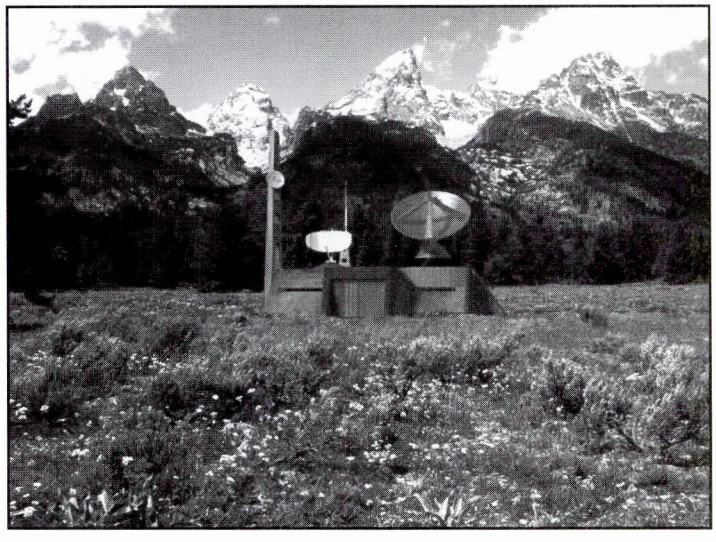


The airstrip is the only direct link to the outside world that your Nod base has. Large enough for the cargo planes to land, this structure allows for the rapid placement of new Nod vehicles purchased and sent to you by supporters of the Brotherhood. Airborne drops are the only way for the Brotherhood to supply you with armored units, so protecting this structure is vital to ensure a continuous supply of vehicles to aid in your missions.

This structure also must be placed in such a manner that the units dropped off by the cargo planes can quickly be deployed to areas where they are needed. This placement, however, becomes a liability for the safety of your airstrip. Putting the strip deeper into your base makes getting your vehicles into combat take longer, whereas placing the airstrip toward the front lines makes GDI's job of getting to it and destroying it much easier. Take care when building your airstrip—weigh the odds and place it where you will get the greatest use out of it. Wherever you decide to put it, stationing a couple of infantry around this structure may save you from a terrible loss.

Communications Center

COST: 1,000	**TIME TO PRODUCE**: 66 secs
ARMOR: Light	**SIGHT RANGE**: 10 + Radar
POWER USAGE: 40	



The communications center serves as your eyes. The ability to link in with the remote sensors dropped by Nod units as they traverse the landscape gives you the ability to keep up to speed on GDI activities. Knowledge is power, and knowing where GDI is deploying forces allows you the ability to counter GDI advances. Building the communications center makes it possible for you to watch events happening on the battlefield in real time. Be sure that a constant source of power is being fed to your base, because if power output runs below the minimum requirements your comm center is the first to be cut off, leaving you sightless.

Construction Yard

COST: NA	**TIME TO PRODUCE**: NA
ARMOR: Light	**SIGHT RANGE**: 3
POWER USAGE: 15	

Like the caterpillar changing into a butterfly, the MCY metamorphoses into the construction yard, something greater than what it was when it started. The MCY's ability to crawl to a suitable spot for the creation is its greatest asset. This early stage in the construction yard's life is when you need to find a suitable area for the transformation. Use great care with your MCY, for any damage it receives in its lifetime is carried forward to the life of the construction yard.

The construction yard is the seed from which all Nod bases grow. All other structures sprout from the construction yard and grow outward, blooming into a thing of beauty. A Nod base is a self-sustaining organism able to feed and protect itself and able to grow of its own volition. It is important to protect the seed (the construction yard) and plant it where it can easily grow. Set up your construction yard in an area that is not crowded with obstacles and vegetation that will hinder the growth of your base. Like all organisms, the base must "eat" to grow, and its nourishment is Tiberium. The closer your base is to its food source, the quicker the base can spread across the land and bring more area into the fold of the Brotherhood. As with the lotus, the seed of a Nod base is a rare item and should be protected at all costs. Only one such seed is given in each mission, and its loss will clip your base at the roots, preventing the creation of any new structures. All buildings lost after the construction yard has been destroyed will be lost permanently.

Hand of Nod

COST: 300	**TIME TO PRODUCE**: 20 secs
ARMOR: Light	**SIGHT RANGE**: 3
POWER USAGE: 20	

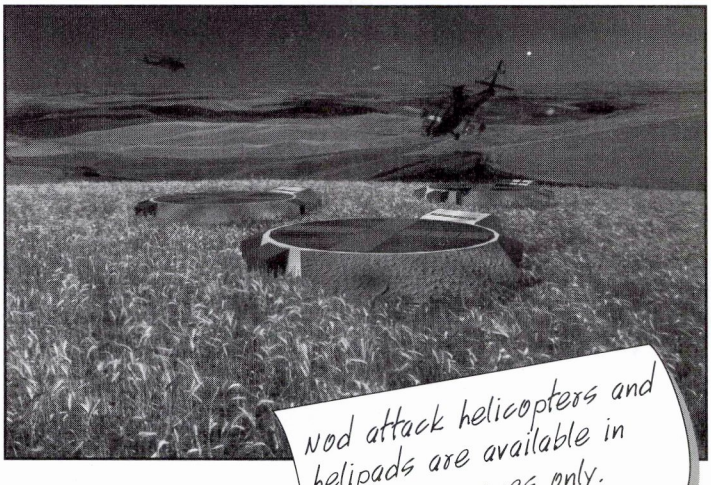
The Hand of Nod takes the vast human resources (troops) available to the Brotherhood and molds these resources into a cohesive working entity. The spiritual and physical training that are supplied by the Hand create the perfect follower, able to accomplish any mission you set before him or her. Nearly limitless numbers of Brotherhood followers unerringly accept the tasks set before them; as the EVA operative it is up to you to choose the path each Nod soldier will take in his or her lifetime. Whether the easy-to-produce minigunner is needed or the vast electronic knowledge of the engineer is called for, the Hand of Nod will provide your soldiers with the guidance required to succeed in their roles as those roles are determined by you.

Use these troops in any manner needed to ensure the success of your mission. Oftentimes sacrifices are needed to advance a mission, and all followers are willing to give their lives in the service of the Brotherhood. Do not send your forces to their deaths needlessly, however. The thoughtless waste of Brotherhood units without the advancement of Nod's goals is a sin against the Brotherhood that will not be tolerated.

HELIPAD

COST: 1,500	**TIME TO PRODUCE**: 100 secs
ARMOR: Light	**SIGHT RANGE**: 3
POWER USAGE: 10	

The helipad acts a nest for your attack choppers. This is the only place available for refueling and re-arming these helicopters. If one nest is lost, you still can re-arm choppers at other helipads, but this will force you to commit additional attention to these units (swapping the choppers back and forth between the pads for re-arming). It is suggested that a helipad be assigned to each helicopter, allowing for optimal usage of the choppers.



Nod attack helicopters and helipads are available in multiplayer games only.

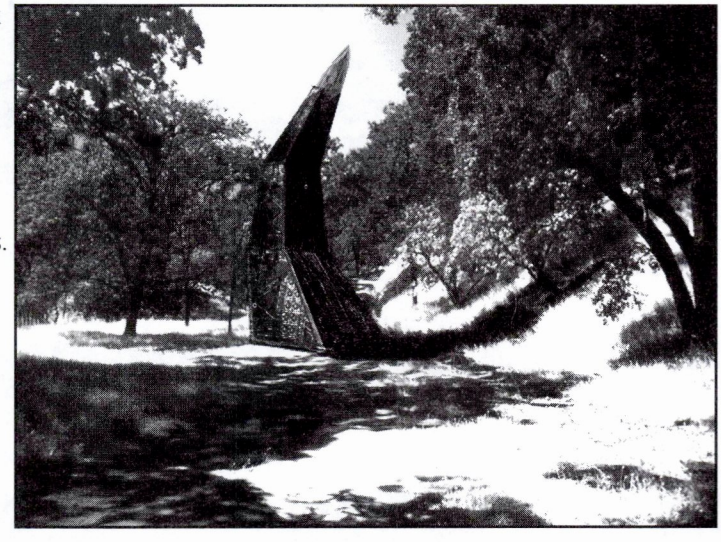
One attack helicopter is automatically supplied with each helipad built.

Obelisk of Light

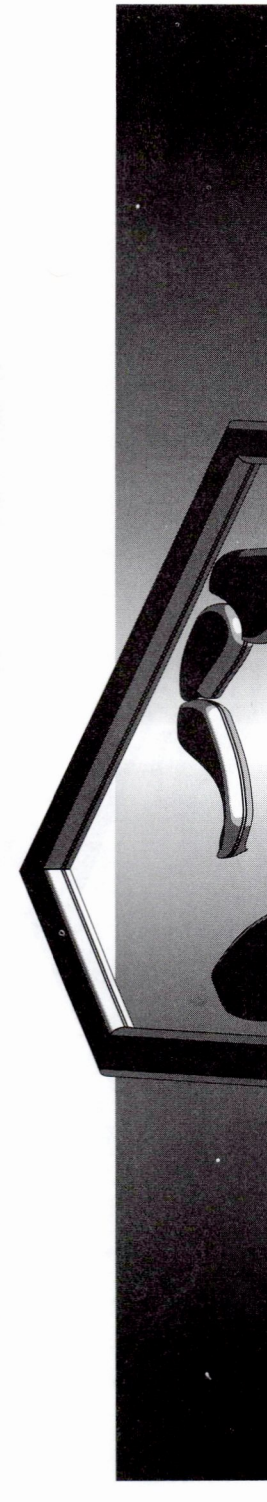
COST: 1,500 **TIME TO PRODUCE**: 100 secs

ARMOR: Medium **SIGHT RANGE**: 5

POWER USAGE: 150



Like the cobra, the Obelisk of Light has the ability to strike out at those that would threaten its den. A watchful mother, the obelisk hovers over your Nod base and protects it from all outside incursions. The high-powered laser used in this structure can annihilate targets at great distances, in many cases destroying the enemy before they can even get close enough to threaten the obelisk. This ability is not without price, though. The obelisk eats up power as though it were constantly famished. You must be able to produce more power than your base needs to feed on in order for the obelisk to unleash its retribution. Proper placement of this building will allow it to protect your entire base, lashing out at any GDI unit coming within its grasp.

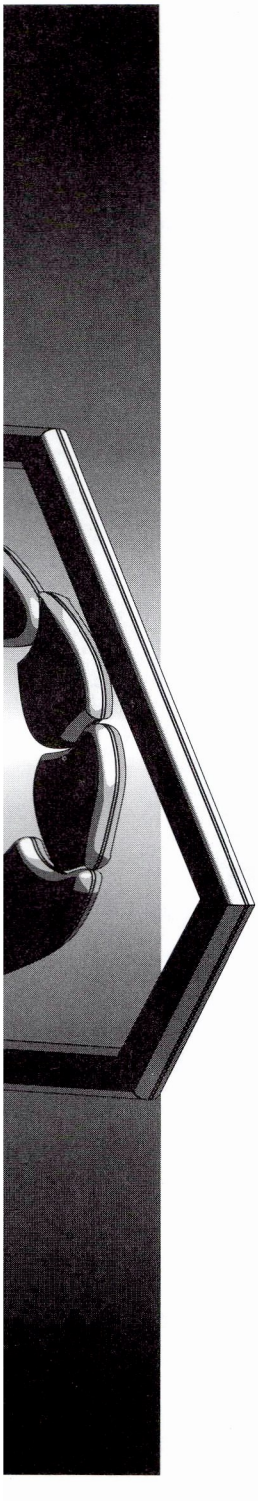


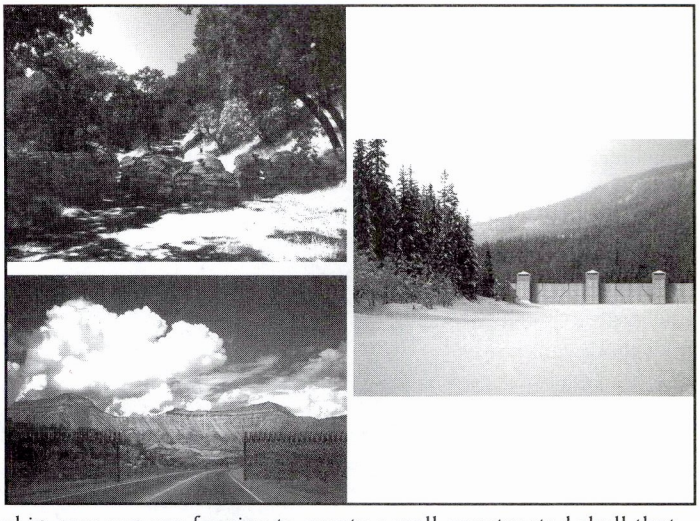
Perimeter Fencing (Sandbags/Fencing/Concrete Wall)

COST: 50/75/100 **TIME TO PRODUCE**: 3/5/7 secs

ARMOR: Light/Medium/Heavy **SIGHT RANGE**: 0

POWER USAGE: NA





These structures are the shell that protects your base. Perimeter fencing comes in many varieties, from the lightly armed barbed wire fencing to the sturdy concrete wall. Placement of this toughened hide will help prevent foreign invaders from intruding into your base. Build fencing around areas that you need to keep secure. If you have planted your construction yard in an area that is too open to protect all pathways that lead in, you can use fencing to create a well-constructed shell that will force your foes to seek an easier entrance into your base—one full of chokepoints where your forces can dispatch the would-be defilers with abandon.

Use fencing in conjunction with any natural terrain in the area. There is no need to build a wall along the side of a ridge when God already has placed one there for you. Another usage of perimeter fencing is to extend out your base. If you are trapped within the confines of surrounding terrain, extending your base through the use of fences allows you to grow through areas that otherwise could not contain your other buildings. Fencing allows you a quick and inexpensive way to place your defensive structures where they will do the most good.

Power Plant

COST: 300	**TIME TO PRODUCE**: 20 secs
ARMOR: Light	**SIGHT RANGE**: 2
POWER USAGE: None	**POWER OUTPUT**: 100

The importance of the power plant is often forgotten. Because it can be overshadowed by the airstrip and the flashier Obelisk of Light, many forget that without the power plant these other structures could not function. The power plant is the muscle that allows the rest of the base to move, the heart that pumps energy into every facet of your base and allows you to accom-

plish your mission.

The need for power is paramount in times of battle. Without enough power your communications center will fail, allowing the enemy to approach undetected. Construction of new units and buildings will slow to a crawl or even reach a standstill without your power plant. In addition, if your base drops below the needed power output new units and structures take twice as long to create. If you have less than half the needed energy feeding your base, production time increases by a factor of three. Power should never be in short supply; you can watch the power meter to see when you need additional power plants.

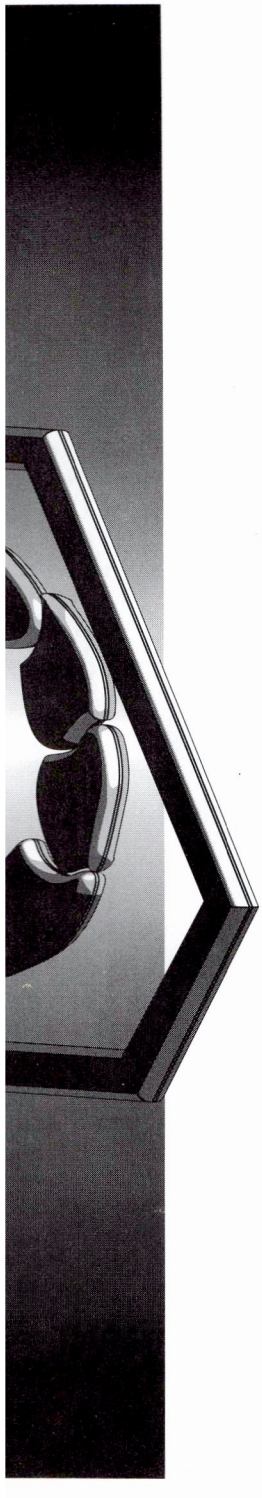
As with the muscles in your body, if your power plant is not in top condition it will not run as well. Damage endured by a power plant directly affects its ability to produce energy. The more damaged a plant, the less energy it produces. Keep an eye on your energy meter to warn you of any attacks against your base and power plants in particular. Repair any damage as quickly as possible, because your base needs energy for life and you need your base to achieve victory.

Place your power plants to the back of the base, behind other structures that need access to the outside. Their specific placement is not of great importance, as long as they do not constrict your base's ability to grow.

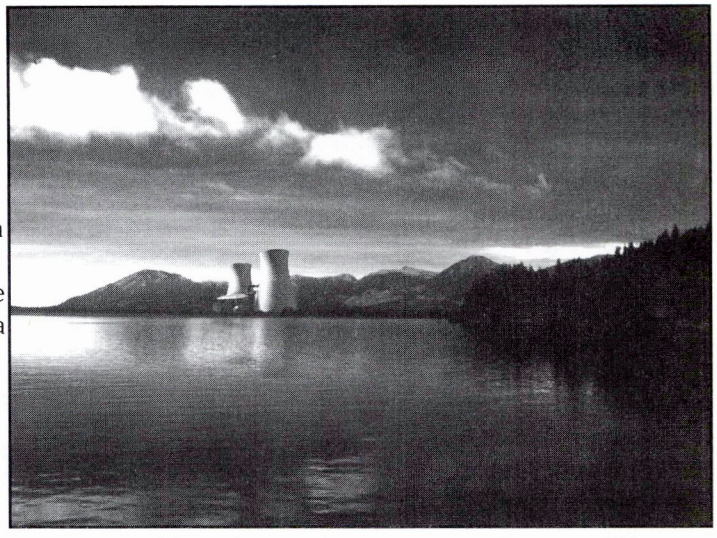
Power Plant, Advanced

COST: 700	**TIME TO PRODUCE**: 47 secs
ARMOR: Light	**SIGHT RANGE**: 2
POWER USAGE: None	**POWER OUTPUT**: 200

Further advancements in technology have allowed for the creation of these experimental power plants. Though they are not widely used at this time, the additional energy created by these plants helps to stem the ever increasing power demands of a growing base. With a structure like the Obelisk of Light gorging itself constantly on the nourishing energy coming



from your power plants, this new advancement in technology makes your base's power needs easier to meet.



This new unit produces half again the energy that a standard power plant can provide. As with all life, the advanced power supply is a two-edged sword. The increase in cost is easily offset by its ability to produce greater amounts of energy. On the other side of the coin is the fact that an advanced power plant is more susceptible to damage than two power plants would be. Each point of damage taken by an advanced power plant will cost you one and a half times the energy loss that a point of damage would have created against a standard power plant. As with all units found in your base, protect this structure by placement—the harder it is to get to, the greater its chance for survival.

REFINERY

COST: 2,000	**TIME TO PRODUCE**: 133 secs
ARMOR: Light	**SIGHT RANGE:** 4
POWER USAGE: 40	**POWER OUTPUT:** 10

The true backbone of your base, the refinery allows for the collection and refinement of raw Tiberium into the needed materials to build all other units. Tiberium is what this war is about. GDI sees and fears the Tiberium age; Nod understands and welcomes it. Tiberium is the source of great power and wealth, and it has been delivered into the protective hands of the Brotherhood to help in our quest for global enlightenment. The refinery is your key to unlock Tiberium's limitless potential. This structure is a temporary storage place where Nod harvesters deposit their finds. Then the refinery digests the raw Tiberium, breaking it down to its base components, which are easily reformed into the cells that build and run your base. The wealth created by Tiberium allows the Brotherhood to finance their far-flung endeavors, pay for the guidance of your troops, and buy all the vehicles needed to stem the tide of the GDI. This is one structure that is

best placed as close to a Tiberium field as possible. Never block your refinery with units or other structures. Also, because it has the ability to run constantly, transforming Tiberium into useful components, keeps your refinery busy. A single refinery can easily handle the mining capacity of three harvesters, with its storage capacity being its primary limit (1000 credits). The addition of silos will help increase the usefulness of your refinery and thereby give you access to needed funds.

One harvester is automatically supplied with each refinery built.

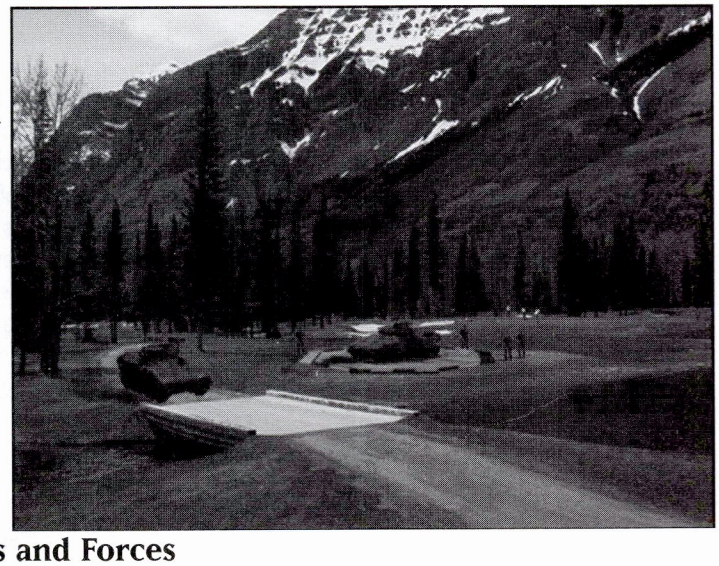
Repair Facility

COST: 1,200 **TIME TO PRODUCE**: 80 secs

ARMOR: Light **SIGHT RANGE**: 3

POWER USAGE: 30

Your repair facility heals damage inflicted by the GDI upon Nod vehicles. The ability to remove damaged vehicles from combat and rejuvenate them to full fighting force should not be overlooked. The repair facility nearby allows you to produce units twice as quickly. A unit nearly destroyed and having a zero life expectancy can be returned to this facility



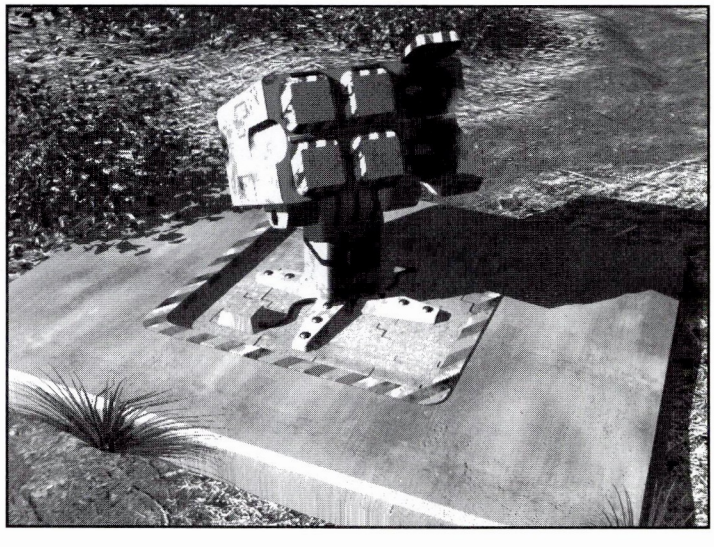
and be repaired while a new unit is being produced. At the completion of the two processes you will have *two* undamaged units to advance the Brotherhood's cause. However, repair is not cheap: It costs nearly half the price of a new unit to repair a unit that is nearly destroyed. This cost added to the price of the building to begin with makes the repair facility a viable option only if you intend a prolonged combat. You would need to fully repair four light tanks to begin to recoup the cost of one repair facility. The building also must be placed toward the front line of your base to allow damaged vehicles quick access to the facility, increasing the likelihood that either the building or damaged vehicles in for repair will be attacked by GDI forces. You must keep the repair facility healthy for it to perform its function. The more damage a facility has taken, the longer it will take to repair the units within it. Clearly, you need to think before creating a repair facility. If you believe one is needed, build it early, but never build it just to have one. A base needs to be large enough yet lean enough to accomplish the mission, but not so bloated that it hinders itself.

SAM Site

COST: 750 **TIME TO PRODUCE**: 50 secs

ARMOR: Heavy **SIGHT RANGE**: 3

POWER USAGE: 20

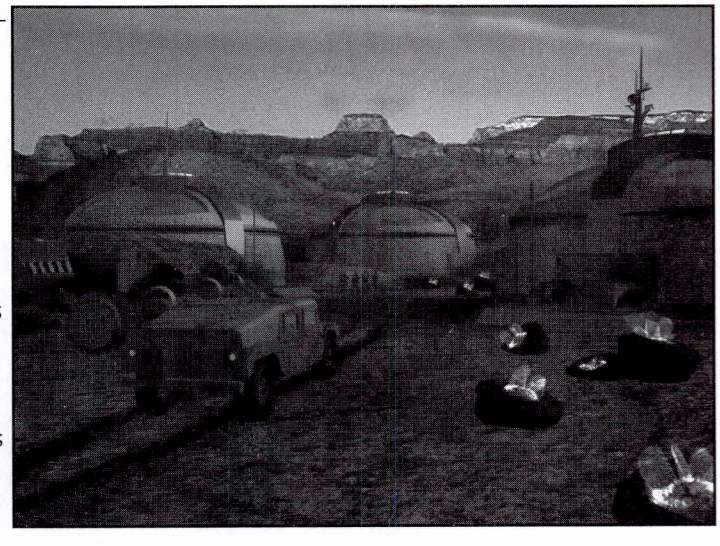


The latest in anti-aircraft defense, the Surface-to-air Missile (SAM) site protects your base from the approach of enemy aircraft, including helicopters. The ground-based bunkers from which SAMs are launched are reinforced concrete, giving the SAM the ability to absorb a tremendous amount of damage before failing. The missiles spring forth from their bunkers, searching out and destroying any airborne units sent to assault your base. The weakness in these units is their short range, so they should be placed *outside* your base along the expected flight path of GDI forces. A single SAM may be able to stop incoming GDI forces, but having two or three SAM sites will increase the success of these

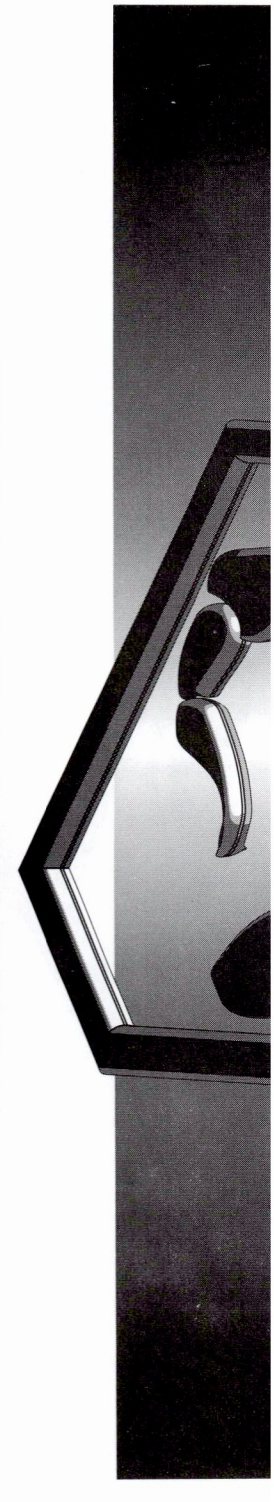
units. GDI forces also have the tendency to strike out at the first structures they come to, so placing the reinforced SAM sites away from your base and supporting them with perimeter fencing should allow you to distract the GDI units long enough to deploy a counteroffensive and eliminate the enemy troops. SAM sites often have a hard time knocking down the high-speed runs of GDI's ground support aircraft, making multiple SAMs a necessity. Orcas and transport helicopters, with their slower movement and need to hover, are sitting ducks for your SAMs and should pose little threat to a base under SAM protection.

Silo

COST: 150	**TIME TO PRODUCE**: 10 secs
ARMOR: Light	**SIGHT RANGE**: 2
POWER USAGE: 10	**TIBERIUM CAPACITY**: 1,000 credits

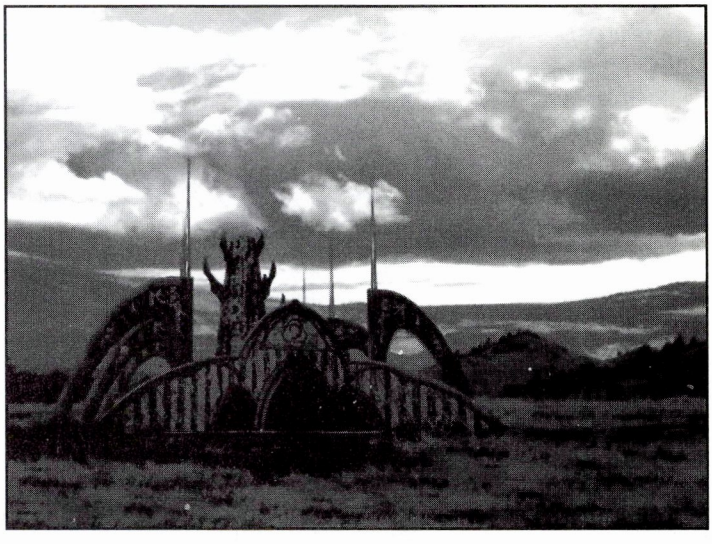


The harvesting and production of vast quantities of Tiberium would be futile without someplace to put your resources. The silos allow storage of large quantities of refined Tiberium. There will be times when the ability of your harvester will surpass the needs of your base. To ensure the continuous gathering of Tiberium resources, build a few silos and place them behind other structures, keeping the pathways for newly constructed units clear. Each silo can only hold 1,000 credits worth of Tiberium. When you reach storage capacity of your silos and refinery, the EVA software will warn you that additional silos are needed. Keep an eye on the storage meters for your silos and make sure additional storage space is always available.



Temple of Nod

COST: 3,000	**TIME TO PRODUCE**: 200 secs
ARMOR: Medium	**SIGHT RANGE**: 4
POWER USAGE: 150	**WEAPON:** Nuclear Strike

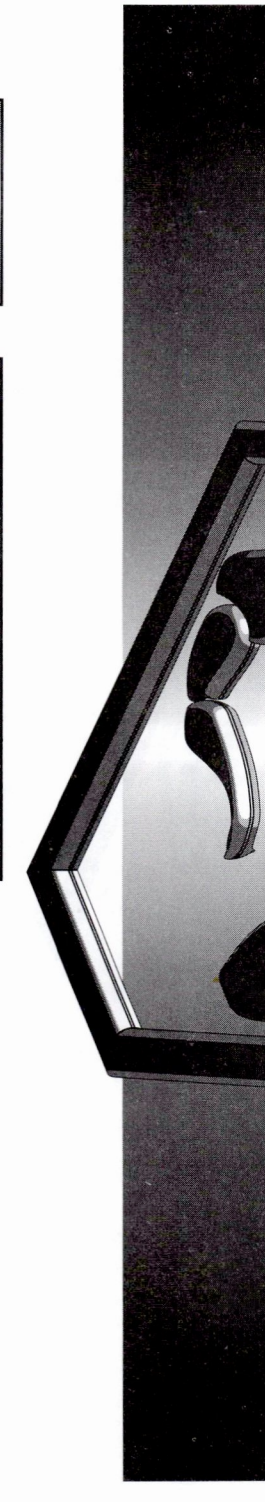


The soul of the Nod base, the temple is our gateway to heaven. All that Nod is, is contained in the temple, the center for spiritual guidance and strength. The temple commands and controls all Brotherhood activity. The central computer core, pathway for all communications, is nestled deep within the heart of the temple. Our long and glorious history resides here, as well as all the prophecies that guide our footsteps. As the embodiment of Nod, the temple is the most important structure of any base. Guard this structure with every unit in your arsenal. No sacrifice is too great in its defense. Fear not that the temple contains no defenses of its own. The creation of the temple allows access to some of GDI's hoarded technology in the guise of the SSM missile launcher. Finally, the temple allows the use of the ever cleansing fire. Nuclear flame springs forth at the temple's command, reducing the enemy to ash before your eyes. Be wary of using this ability too freely, for its potential can harm as well as help. Use the cleansing flame to rid the Brotherhood of GDI forces, making our victories assured.

TURRET

COST: 250
TIME TO PRODUCE: 17 secs
ARMOR: Heavy
SIGHT RANGE: 5
POWER USAGE: 20
WEAPON: Turret APDS

Turrets are the porcupine quills of the base, projecting their sharpened points outward to impale all approaching enemy forces. Equipped with 120 mm cannons, your turrets easily destroy GDI armor as it approaches. Built from reinforced concrete, Nod turrets can withstand a lot of punishment before collapsing, making the turret your first line of defense. Turrets are relatively inexpensive, and when properly placed in chokepoints can stop an entire GDI offensive. Turrets working in tandem can quickly destroy GDI's mighty Mammoth. Use perimeter fencing to push your turrets outward from your base and into routes that the GDI must use to get to you. The chink in your turret's armor is the fact that is uses a 120 mm cannon. Though devastating to armor, this weapon has little effect on infantry. A well-equipped infantry squad will make short work of your turrets. To answer this threat, defend your turrets with a detachment of infantry, or bolster them with the Obelisk of Light. If you use turrets in conjunction with the obelisk, place the turrets to the front. Their thicker armor will withstand GDI punishment longer, and the obelisk's longer range will easily eliminate any approaching infantry.



NOD EQUIPMENT

ATTACK HELICOPTER

COST: 1,200	**TIME TO PRODUCE**: 80 secs
ARMOR: Heavy	**WEAPON RANGE**: 4
WEAPON: Chaingun	**SPEED**: Fast
SIGHT RANGE: 0	

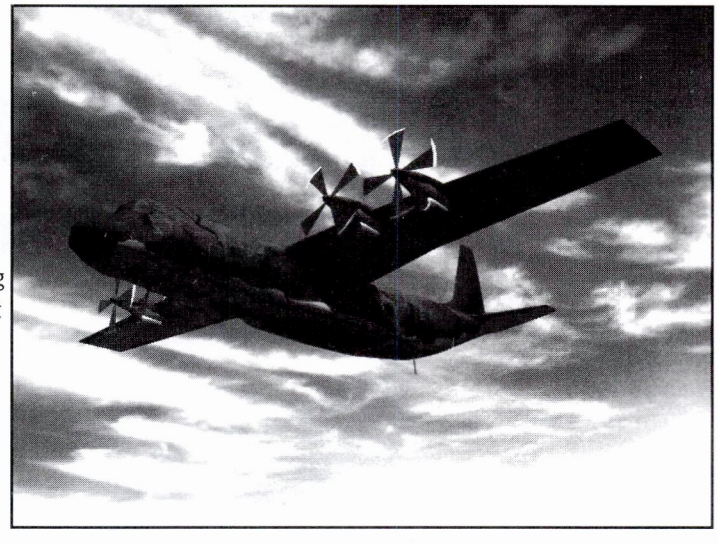
The attack chopper performs a vital role in giving your ground units air support. Armed with a chaingun and firing high-velocity rounds, this demon of the skies easily rips through enemy armor or infantry. The attack chopper is lightly armed and able to survive a few rounds of enemy fire before falling from the air. When sending these units on a mission keep an eye on them en route: If they start receiving heavy fire from the ground, abort the mission and return them home. The attack chopper is an expensive unit and should be used only for surgical strikes into areas without proper air support. The choppers are also good for picking off stragglers in enemy armor columns or eliminating harvesters as they collect Tiberium far from base.

He who controls the air controls the battlefield.

The attack helicopter is available only in multiplayer games.

Cargo Plane

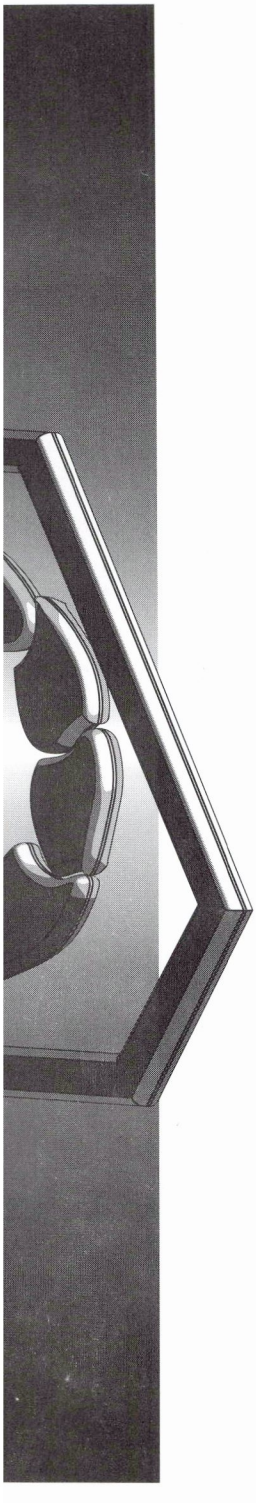
COST: NA
TIME TO PRODUCE: NA
ARMOR: NA
WEAPON RANGE: None
WEAPON: NA
SPEED: Fast
SIGHT RANGE: NA

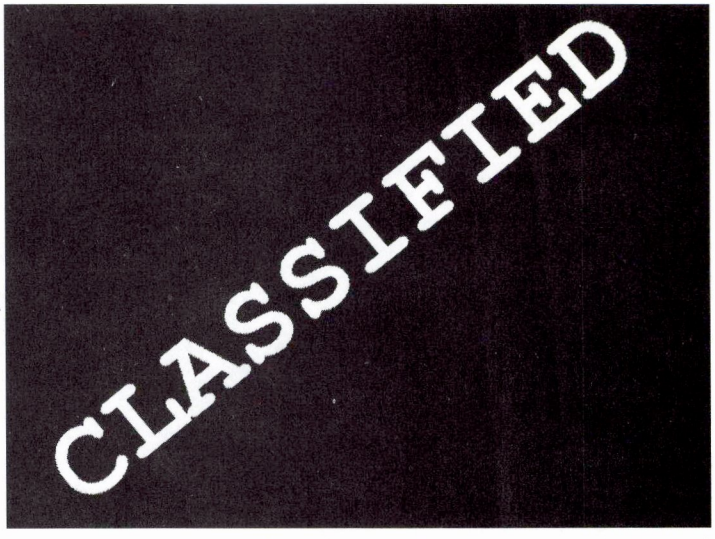


The Cargo Plane is the messenger that carries the gifts of the Brotherhood onto the battlefield. Flying in vehicles and heavy armor to be used against the GDI, the cargo plane is adept at swooping in for a quick landing and dropping off new units. The speed at which the plane succeeds in its mission makes it impossible for GDI to target or shoot down the cargo plane. This ensures that a constant supply of vehicles can be purchased and sent to help the EVA operative in his or her missions. The weak link in this system is the airstrip, which must exist for the cargo plane to land. Keep the airstrip functioning, and your flow of vehicles is unstoppable.

Chemical Warfare Infantry

COST: 300
TIME TO PRODUCE: 20 secs
ARMOR: Body Armor
WEAPON RANGE: 2
WEAPON: Chemspray
SPEED: Slow
SIGHT RANGE: 1





Tiberium is rich with uses. From the crystal we get easily refined resources to construct our bases. It gives us wealth in which to obtain our units and train our forces. Tiberium also gives us death. Its structure leaches life from anyone near, and this ability can be used in the Brotherhood's cause.

Refined Tiberium produces a deadly, if short lived, gas that can be easily transported on the field. The properties of Tiberium gas break down metallic bonds, making it effective against vehicles and infantry alike.

Chemical units are solitary hunters, their weapons can easily destroy friend as well as foe. The chem troop weapon has the ability to sweep through enemy infantry with nearly three times the effectiveness of a flame thrower. Units will not live long when this troop cuts a swath through their ranks.

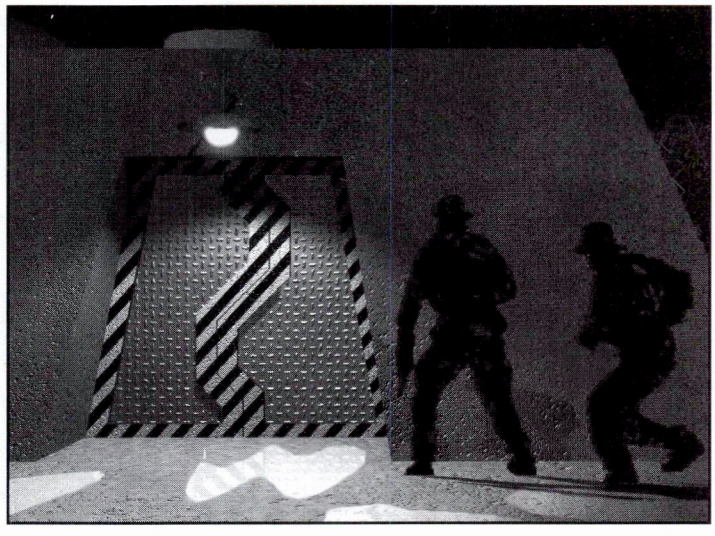
This unit is only available in multiplayer games.

Commando Infantry

COST: 1,000	**TIME TO PRODUCE**: 67 secs
ARMOR: None	**WEAPON RANGE**: 5.5
WEAPON: Sniper Rifle	**SPEED:** Medium
SIGHT RANGE: 5	

The commando is Nod's elite foot soldier. Trained to be expert in all forms of guerrilla warfare, the commando is a one-man killing machine. The Brotherhood spares no expense in training and conditioning these troops. Surgically and biologically enhanced, commandos are far faster and stronger than ordinary humans. Their acute senses allow them to spot enemy units at a distance, their speed on foot matches that of many vehicles, and their accuracy with the specialized A-R sniper rifle is unmatched. No enemy infantry can survive the onslaught of a single commando with his ability to eliminate each man with but a single shot. The famed

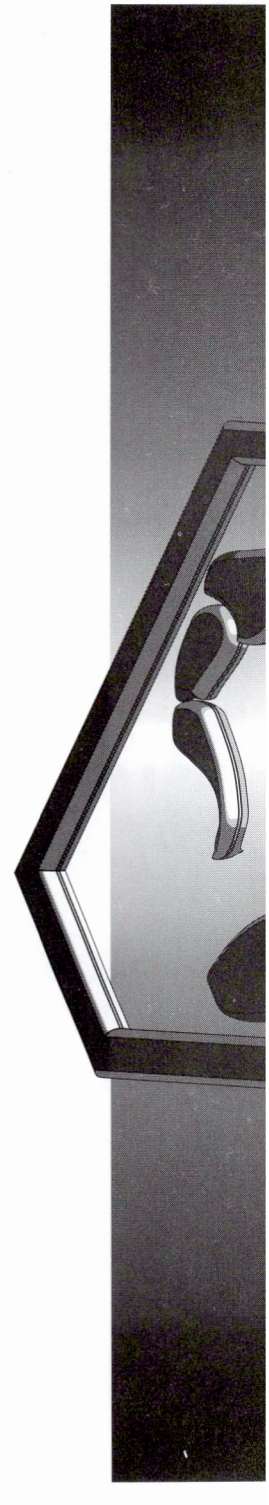
accuracy of the commandos is matched only by their ability to infiltrate enemy bases and surgically remove important enemy structures. Their knowledge in explosives allows commandos to always place their C-4 (plastic explosive) charges where the explosives will ensure the destruction of a building. If there is a person who needs to be eliminated or a structure that must fall, call on the services of one of these specialized troops.



For all of their speed, grace, and stealth, even commandos have a weak spot that may be exploited. Their weapon, though able to easily kill a man, has no chance of punching even the lightly armored Hummer. It is vital that you keep your commandos away from all GDI armor. These units will ruthlessly gun down your commandos, with them being helpless to defend themselves. Use other units to attract the attention of GDI vehicles away from your commandos.

Much time is spent guiding these men to the true path of the Brotherhood, and it would not do to have such a special trooper stray from the teachings of Nod, possibly becoming confused and turning on those who have brought him to this next step in human evolution. The commando is truly homo superior.

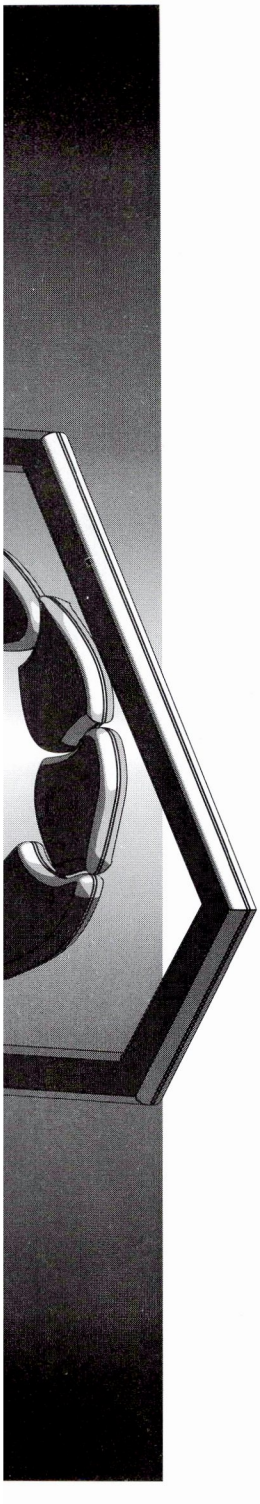
The commando is often supplied to Nod operatives, but can only be built in multiplayer games

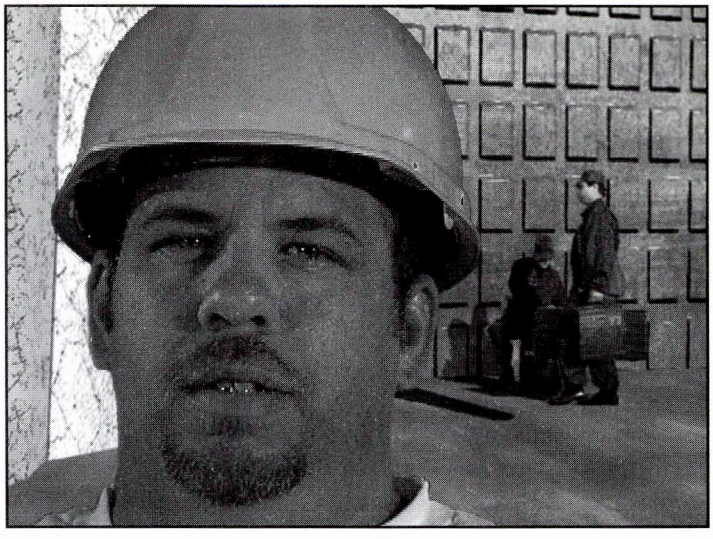


ENGINEERS

COST: 500	**TIME TO PRODUCE**: 33 secs
ARMOR: None	**WEAPON RANGE**: NA
WEAPON: None	**SPEED:** Medium
SIGHT RANGE: 2	

No battle can be won without knowledge, and getting needed information is the function of the engineer. Racing across the battlefield unarmed and unarmored, your engineer can perform tasks far beyond any other unit in your arsenal. The engineer has the ability to capture





enemy structures and at times enemy units as well. What takes squads of infantry or vehicles time to destroy, an engineer can quickly eliminate. Capturing enemy structures and placing them into the service of the Brotherhood is the task of your engineer. When a GDI structure is captured, that structure's functions come under your control. This ability can be exploited by taking production facilities from the GDI. Taking their weapons facilities allows you to build their heavier tanks, their barracks give you access to the dreaded GDI grenadier, and their construction yard allows you to build any GDI structure.

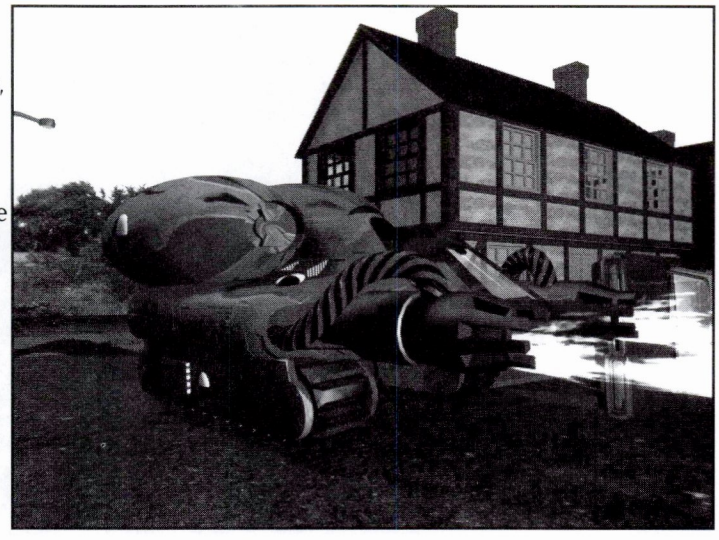
Your engineers can also capture a limited number of GDI vehicles. These units are the harvester, the Orca, and the transport helicopter. To capture the helicopter, it takes little more than walking the engineer up and into the transport helicopter. Capturing Orcas and harvesters takes a little bit of timing. You must send your engineer in to capture the structure that supports this unit while the vehicle is docked to its structure. In short, capture the refinery while the harvester is unloading its Tiberium, and capture the helipad while the Orca is refueling and re-arming.

Flame Tank

COST: 800	**TIME TO PRODUCE**: 53 secs
ARMOR: Heavy	**WEAPON RANGE**: 2
WEAPON: Flame Tongue	**SPEED:** Medium
SIGHT RANGE: 4	

Probably the most feared weapon in Nod's arsenal, the Pyradon flame tank tromps across the landscape eliminating all GDI ground forces in its path. Equipped with dual high-pressure flamethrowers, the Pyradon can bathe the battlefield in cleansing flame. Though its weapons are only short-range, the heavily armored Pyradon shrugs off enemy fire on approach to its

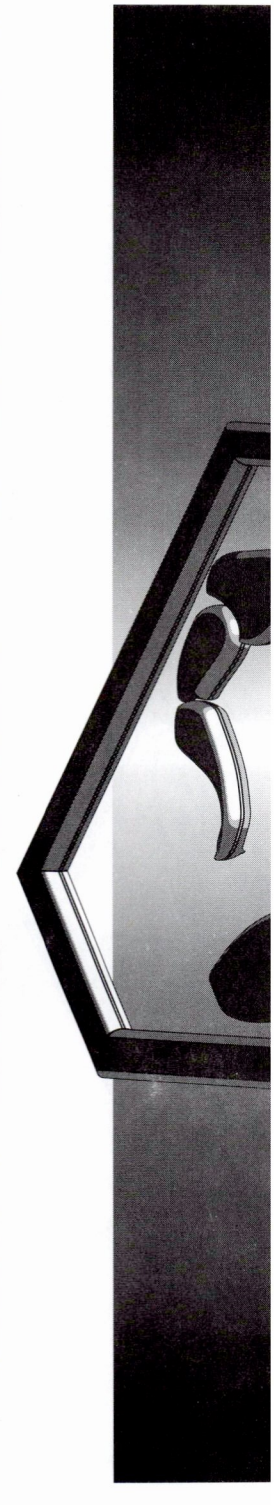
target. Once there, columns of flame erupt from the Pyradon's bowels, engulfing GDI infantry. Though this tank's flames do only light damage to GDI's armored vehicles, the Pyradon burns structures to the ground with little effort. Placing this tank in the path of GDI's foot soldiers will ensure that their mission will fail and that they will never trouble the Brotherhood again.



Flamethrower Infantry

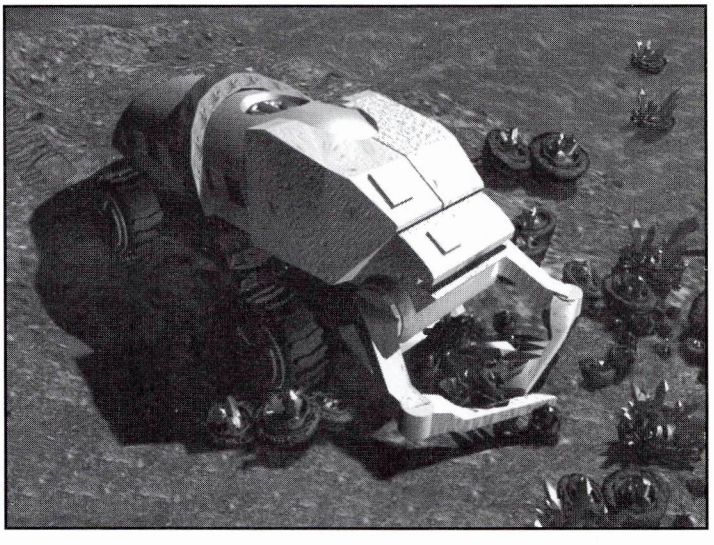
COST: 200
TIME TO PRODUCE: 13 secs
ARMOR: Body Armor
WEAPON RANGE: 2
WEAPON: Flamethrower
SPEED: Medium/Slow
SIGHT RANGE: 1

Carrying the ultimate in antipersonnel technology, these troops can sweep GDI infantry from the area. Their flamers cover a wide area, making it easy to eliminate whole squads. These troops work best in pairs; the flamer has no friends, and in large groups it becomes too easy for these troops to start hitting each other, helping the GDI to reduce your force. The flamer should be the unit of choice for guarding a pass or building. The amount of damage they can inflict upon approaching troops is often enough to eliminate or turn these forces back.



HARVESTER

COST: 1,400	**TIME TO PRODUCE**: 93 secs
ARMOR: Medium	**WEAPON RANGE**: NA
WEAPON: Treads	**SPEED:** Medium/Slow
SIGHT RANGE: 2	



He who holds the key to Tiberium holds the key to the world. The Brotherhood controls nearly half of all known Tiberium deposits in the world. Our harvester technology has made this possible. With the creation of harvesters, Nod is able to practically scoop up Tiberium from the ground and transport it to nearby refineries for processing. These slow-moving, heavily armored beasts trundle across the open plains gathering up Tiberium wherever it grows. Your harvester is able to transport 700 credits worth of Tiberium at a time. This is half the cost of one harvester, so it is easy to see the value of these units. In just a short period of time your harvester can easily pay for a new Nod base, ever increasing what lies within the Brotherhood's grasp. The fact that harvesters must range the open plains to find Tiberium leaves them vulnerable to GDI attack. If your harvester travels too far the GDI can destroy this unit before reinforcements are able to reach and defend it. You may want to assign a couple of buggies to guard this unit while it is collecting Tiberium.

No weapons, but can easily trample troops.

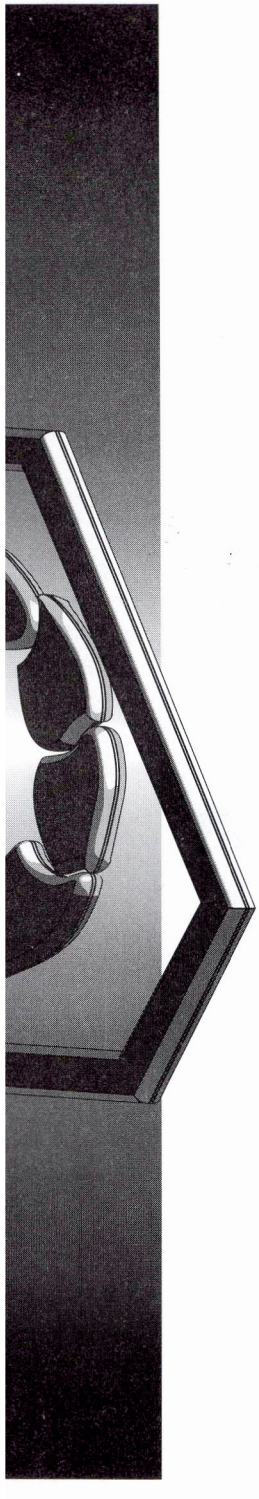
Light Tank

COST: 600
TIME TO PRODUCE: 40 secs
ARMOR: Heavy
WEAPON RANGE: 4
WEAPON: 75 mm APDS
SPEED: Medium
SIGHT RANGE: 3

The mainstay of the Nod force, the Light Tank is the Brotherhood's main battle tank. Lighter armored and armed with only a 70 mm cannon, the Light Tank is no match for GDI's medium or Mammoth tanks. Used mainly to eliminate light vehicles and structures, your light tanks form the tip of any armor wedge sent against GDI. Their armor, though not as heavy as that of the medium tank, is still able to withstand a tremendous amount of punishment before crumpling. When engaging enemy armor, array your tanks in the front and support them with recon bikes racing up from behind. While GDI is trying to punch through your tanks, the bikes will be punching holes through GDI's armor.

Minigun Infantry

COST: 100
TIME TO PRODUCE: 7 secs
ARMOR: Body Armor
WEAPON RANGE: 2
WEAPON: M16 Minigun
SPEED: Slow
SIGHT RANGE: 1



Minigunners are our basic unit, and pound for pound one of the deadliest fighting machines in our arsenal. The minigunner will inflict tremendous amounts of damage over time. Time is the key, though, because the minigunner has only light body armor and quickly falls prey to any antipersonnel weaponry. To balance this out, minigun infantry are the cheapest troops to produce. Churning out squad after squad of these troops is an easy task. Their cost makes minigunners the troops of choice when initiating the loss-leader tactic.

Mobile Artillery

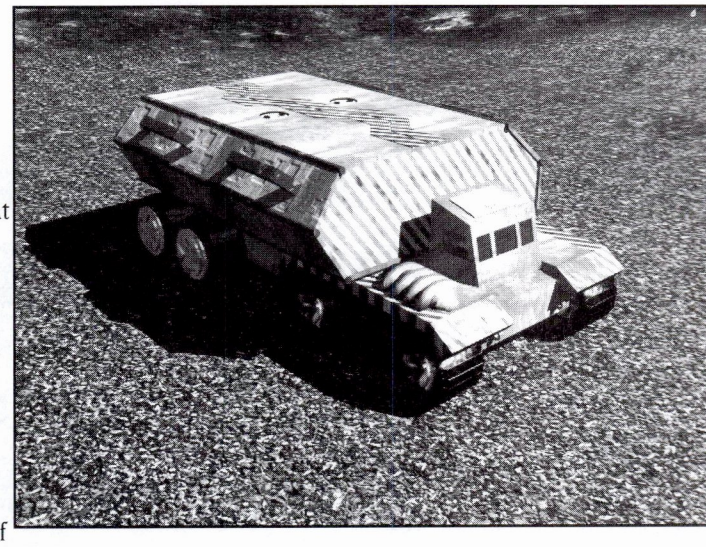
COST: 450	**TIME TO PRODUCE**: 30 secs
ARMOR: Medium	**WEAPON RANGE**: 6
WEAPON: 155 mm HE APDS	**SPEED**: Medium/Slow
SIGHT RANGE: 4	

With the ability to drop high-explosive rounds at ranges that exceed most other units on the battlefield today, Nod's mobile artillery leaves devastation in its path. This slow, lumbering unit takes time to move into position on the battlefield, but when it reaches its destination not many things can withstand its barrage. The greatest

use of Nod artillery is against fortified positions. Attack GDI's base and structure with your artillery, crumbling their buildings to dust faster than they can repair them. The high-explosive rounds fired from your artillery will easily rend the soft flesh of GDI's infantry, so fire this unit into massed squads of foot troops when possible. Your artillery is not very effective at attacking GDI vehicles, because the vehicles' mobility and the artillery's inherent inaccuracy make damaging these vehicles a difficult task. As is the case for most Nod units, the mobile artillery does not carry enough armor to protect it for long durations on the battlefield. This combined with its slow, lumbering movement makes Nod artillery extremely vulnerable to GDI forces. It is a must that you protect these units with infantry and armor of your own, increasing their life expectancy and the amount of devastation they can cause.

Mobile Construction Yard (MCY)

COST: 5,000	**TIME TO PRODUCE**: 333 secs
ARMOR: Medium	**WEAPON RANGE**: NA
WEAPON: None	**SPEED:** Medium/Slow
SIGHT RANGE: 2	



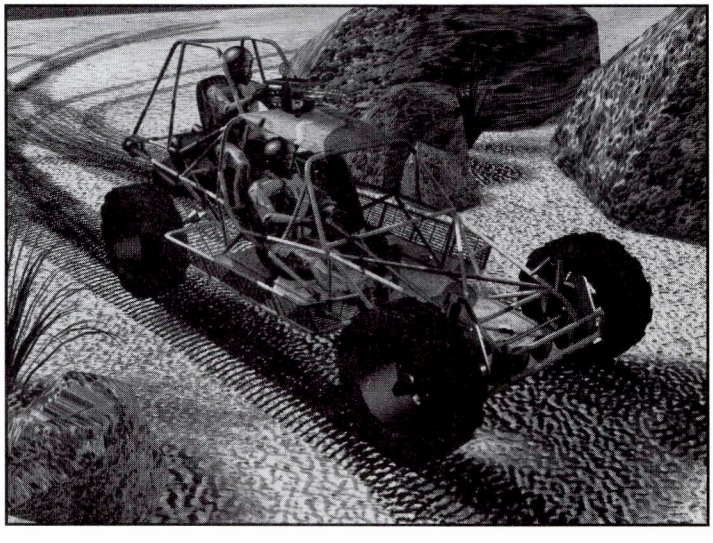
The mobile construction yard, or MCY for short, is the transport for your base's seed of life. This mobile facility allows you to place your base anywhere on the battlefield. At times your initial deployment zone may be less than favorable, being too far from Tiberium or in an area too crowded with obstacles for you to be able to construct your base. The MCY allows you the needed mobility to transport the beginnings of a new base into an area favorable for rapid expansion.

Do not always just plop your base down where you begin a mission. If the area looks unfavorable, use your bikes and buggies to scout around for a suitable spot. Care must be taken while

traveling with the MCY, for if it is destroyed all hopes of creating a base are lost. The damage received by an MCY is transferred to the construction yard when it is built, creating a weak point in your base to begin with. Treat your MCY with great care because it is the beginning of your base and cannot be replaced.

Nod Buggy

COST: 300	**TIME TO PRODUCE**: 20 secs
ARMOR: Medium	**WEAPON RANGE**: 4
WEAPON: M60 Machinegun	**SPEED:** Medium/Fast
SIGHT RANGE: 2	



Lightweight and with enough armor to survive battles for short periods of time, the Nod buggy is the Brotherhood's means of quickly deploying an anti-infantry force. The light machine gun mounted on Nod buggies pulps GDI flesh and bone with ease but has little effect on armored targets. The speed of the buggies combined with their range allows you to race around GDI infantry, firing at them while your buggies stay just out of their range. By using a fire-and-move strategy, your buggies can tear through GDI infantry while taking little to no damage. When used en masse, Nod buggies can take down even heavily armored tanks, but expect high losses against such targets.

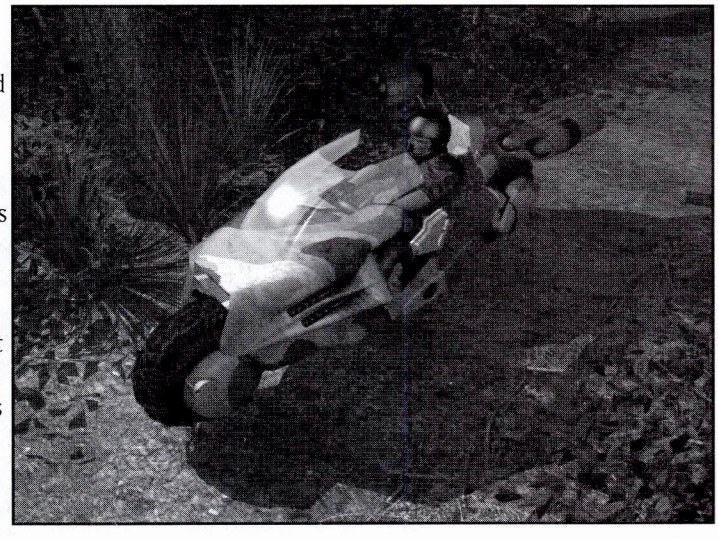
Recon Bike

COST: 500 **TIME TO PRODUCE**: 33 secs

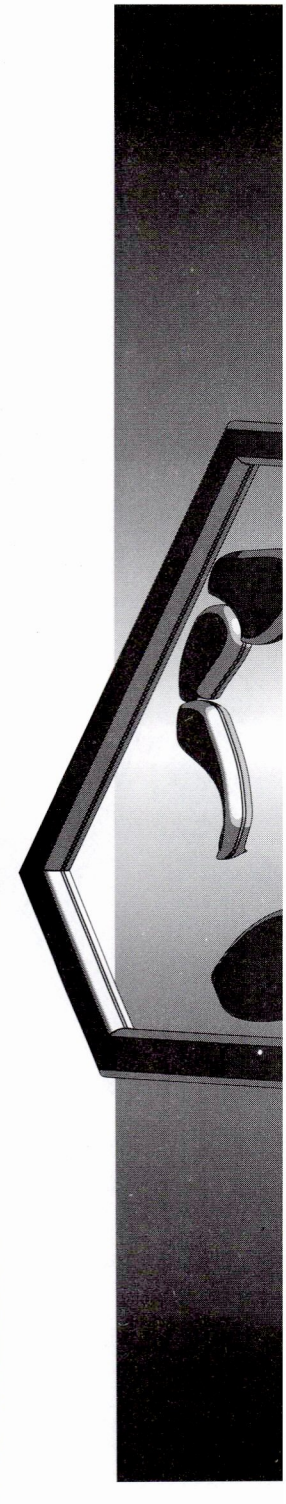
ARMOR: Light **WEAPON RANGE**: 4

WEAPON: Dragon TOW missile **SPEED:** Fast

SIGHT RANGE: 2



Fast, light, and deadly describes these units. The recon bike comes equipped with a multiple rocket launcher, enabling it to destroy heavily armored vehicles and GDI structures with equal ease. This unit is easily the quickest unit on the battlefield, which allows you to quickly scout out the battlefield and devise your plans for GDI's demise. These units are also good for use in hit-and-run assaults because they are able to strike at their opponent and race away again before a counterstrike can be attempted. A few passes in this manner enable recon bikes to take down even heavily armored GDI vehicles. A well-run bike is an even match for a medium battle tank. When used in packs, these bikes easily strip the hide from GDI armor and structures, exposing their soft underside for the quick kill. Speed is the bike's only defense and it has only minimal armor, so it takes only a few well-placed hits to destroy this unit. Take care to avoid enemy fire as much as possible, for even GDI's lowly minigunner will make scrap metal of your bike in short order.



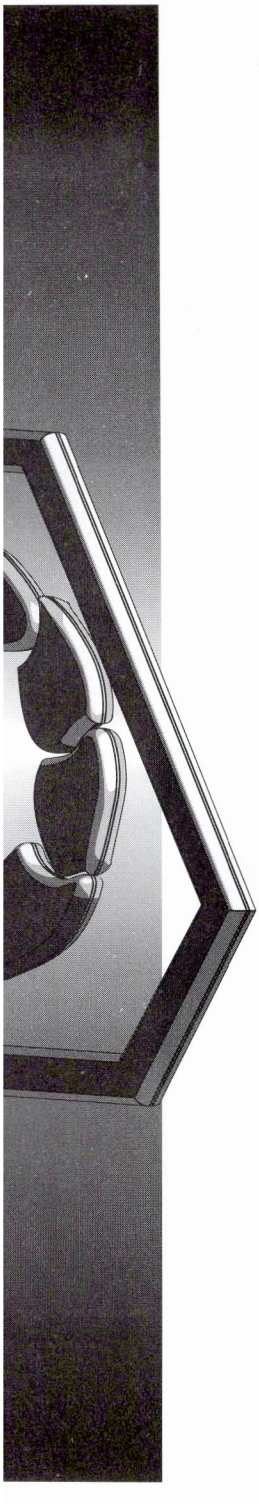
Rocket Infantry

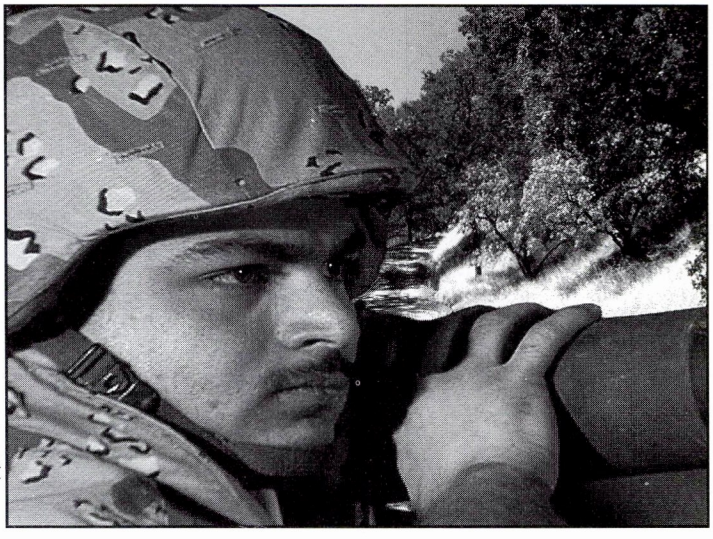
COST: 300 **TIME TO PRODUCE**: 17 secs

ARMOR: Body Armor **WEAPON RANGE**: 4

WEAPON: Dragon TOW Missle **SPEED**: Medium/Slow

SIGHT RANGE: 2





Equipped with deadly rockets able to blow holes in the most heavily armed GDI vehicles, the rocket infantry is a vital addition to your infantry troops. In defensive situations, these troops are Nod's only infantry unit able to engage and destroy GDI aircraft. A squad of rocket infantry (often called rocketeers) used en masse can take down the heaviest armored GDI vehicle in just one or two volleys. The handheld rocket launchers of these troops are more accurate than their vehicle-mounted equivalents, making rocketeers invaluable in removing enemy armor. The weight of their equipment means that rocketeers wear little to no armor. These troops are extremely vulnerable to enemy fire and should be protected until they can reach their target. Using a screen of a few minigunners, you should be able to infiltrate far enough into GDI's forces to allow your rocketeers to do their job.

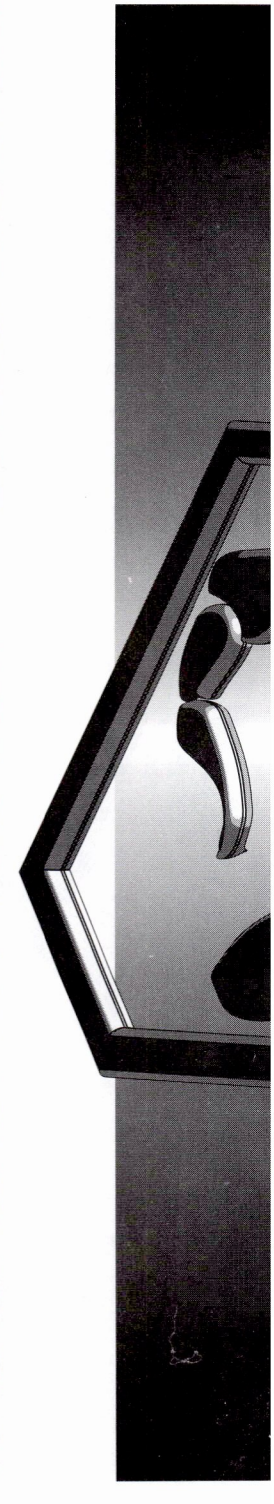
SSM Honest John

COST: 750	**TIME TO PRODUCE**: 50 secs
ARMOR: Medium	**WEAPON RANGE**: 10
WEAPON: Honest John Missles	**SPEED:** Medium
SIGHT RANGE: 4	

Brotherhood sources have been scouring the world for additional units to add to our ever growing forces. It looks as though they may have uncovered a source for our needs. These missile platforms, which fire large, high-explosive, semi-napalm rounds, are devastating against armor, infantry, and structures. The SSM Honest John has the longest range of all of the rocket using units, but its long reload time can become quite a detriment to its use.

The SSM launcher is only available to Nod forces in multiplayer games.

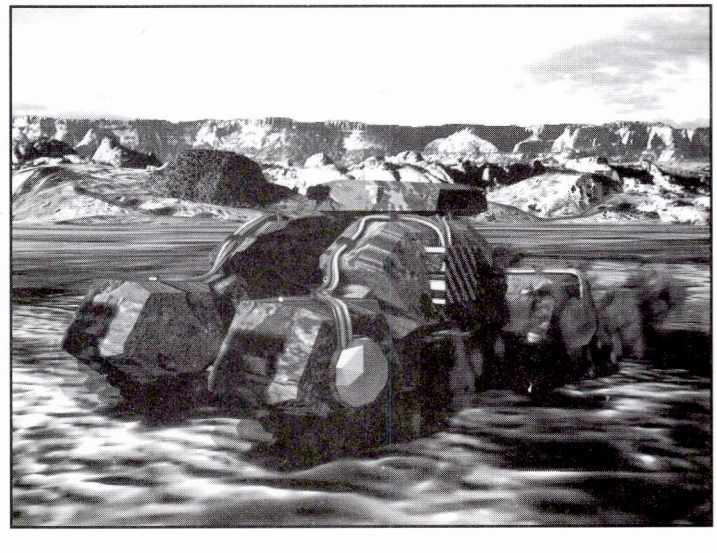
Use the Honest John against packs of infantry or lightly armored vehicles. If you can get close enough, sink both of its fangs into a GDI structure. The SSM is only lightly armored, little better than a buggy, but this should cause you little grief, as it is the handicap all Nod vehicles must overcome.



Stealth Tank

COST: 900	**TIME TO PRODUCE**: 60 secs
ARMOR: Medium	**WEAPON RANGE**: 4
WEAPON: Dragon TOW Missile	**SPEED:** Medium
SIGHT RANGE: 4	

The stealth tank is the ultimate in Nod technology. Our scientists have outdone themselves in the creation of this unit. Its cloaking field allows the tank to traverse the battlefield unhindered *and unseen*. You will be able to scout the entire terrain, locating enemy forces and structures, with the knowledge that you are safe behind your cloaking screens, for GDI cannot shoot what GDI does not



see. Your cloak renders the stealth tank totally invisible to any form of detection, be it visual, infrared (IR), or electromagnetic. There are two instances when the cloak will fail you, and you need to know your tank's liabilities to minimize the risk you place these units in. When firing, your stealth tank will "fade in," allowing GDI sensors to track and fire on this unit. Though the tank is equipped with armor-piercing rockets, only launch an attack on GDI forces when you are sure that they cannot retaliate due to terrain or that your first volley will eliminate the targets. Your tank is also visible to close scrutiny by GDI infantry, light armor, and guard towers. If you maneuver your tank next to any of these GDI forces, they will be able to see the slight shifts in light and the changes in the ground as you cross it, enabling them to fire on your tank until it can get far enough away as to be invisible to these troops again. Care must be taken to maneuver the stealth tank around enemy forces lest they damage or destroy this most valued of units.

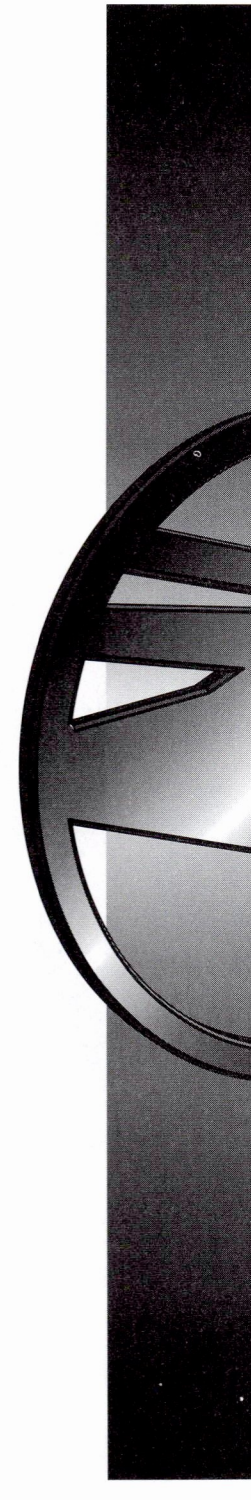
Transport Helicopter

COST: 1500	**TIME TO PRODUCE**: 100 secs
ARMOR: Medium	**WEAPON RANGE**: NA
WEAPON: None	**SPEED**: Medium/Fast
SIGHT RANGE: 0	

To be of use in combat, your forces must get to the front. This ability takes many different forms, from the walking of the foot troops, to the racing of the recon bike, to the rhythmic thunder of your light tank's treads. When speed is of the essence and your infantry must get to their objective with minimal exposure, this transport is the way to go. This helicopter has the ability to transport five infantry units across the battlefield to help shore up defenses, mount counterstrikes, or infiltrate behind enemy lines. With enough armor to absorb several enemy shots, these transport choppers should easily move Nod infantry to where they are most needed.

The transport chopper is often supplied to Nod operatives, but can only be built in multiplayer games.

6 Military Strategies and Tactics



We hope you enjoyed the atmosphere of the first part of this book. It's been lots of fun portraying the noble GDI and the heinous Brotherhood of Nod. But now it's time to get down to the reason you're here: knocking the daylights out of your C&C opponent.

As with all good wargames, there are many approaches to mastering C&C. The game has the depth to allow each player to develop his or her particular favored ploys. With this book in hand, you will be certain to be aware of major ideas to employ. See how many you can add to the list!

Instead of spending a lot of time explaining common strategies and tactics within the missions themselves, we've opted to place those strategies and tactics here. This way, you'll already be exposed to and using these tactics from the word *go*. Plus, we avoid the need to explain strategies at length when they first appear and then summarize them all over again, which is the approach that would have been required had we placed this information at the end of the missions.

Without further ado, here are 101 ways to vaporize your opponent and make it back in time for the network news recap!

Combat Strategy and Tactics

Make careful note: Almost all of these tactics are phrased according to play against the computer opponent and need to be reconsidered for play against human opponents. See Chapter 9, "Multiplayer Setup and Play," for specific recommendations on playing against humans.

The Most Important Strategy: Have a Game Plan

You could know all the combat tactics in the world, but if you lack an overall strategic plan you will be like a strong moron. Challenge yourself to take short breaks periodically to reassess the situation and decide whether you're using your forces as wisely as possible. (Press the spacebar to stop the action.) Unless the mission is a pushover, you need to devote serious thought to which few objectives are most important.

Many missions involve Tiberium, which is used to make more combat units. For these missions, denying Tiberium to your opponent is usually at or near the top of the "to do" list. Mission objectives or other key goals can follow once the enemy has been cut off at the knees.

This is much easier said than done, however, for the advanced missions. You may be harvesting Tiberium to support your multiple redundant system of (1) facilities to make or acquire vehicles, (2) facilities to make more facilities, and, finally, (3) an MCY to make the facilities that make the facilities(!) that make the vehicles and refineries (try saying that three times fast!). In the final missions, all this is going on far behind a complex screen of strike forces, chokepoints, and bases. Early missions are simpler, but you should always be honing your ability to *focus on what is important.* You must be able to accomplish the early and middle missions with ease to survive the final few.

Thus, harvesting Tiberium is high on the list—but combat skill and intermediate objectives are equally important. In the advanced missions, it becomes crucial to be focused on limited, achievable objectives. Make as few strike forces as possible; one is a good number to start with, until you feel confident of your skill. Accomplish your objective and reassess your situation. *Any* time a nontrivial new threat or opportunity arises, press the spacebar and reassess your situation as a whole. Are you spread too thin? Does your current objective really matter, or could objective B really be the best one to pursue now? Is there an entirely different tack that might be taken?

This method of stopping to reassess might seem at first to dampen your fun. You bought the game to play a game! (And don't let this book interfere with what works for you!) But if you're having trouble winning your mission or would like to refine your skills, consider taking the step of reassessing periodically. After you get in the habit of pausing to reassess your objective(s), the process will become more and more fluid, until finally the pauses aren't needed, because the process is going on all the time. At this point, you will be able to turn on a dime, or already know what's really important, when something new rears its ugly—or lovely—head. And your strength as a wargamer will be increased significantly.

Don't get bogged down, dispersed, and disorganized by multiple, hectic objectives.

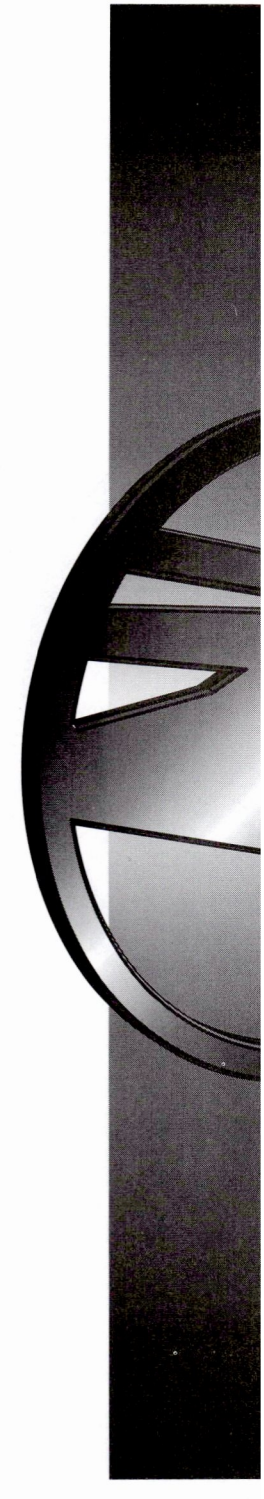
A premier quality of an outstanding wargamer is his or her ability to respond correctly to new situations. At its core, this quality is based on a willingness to study and learn—to sidestep the notion that one already knows the right thing to do in every situation.

In solo missions, be ready to back up and think everything through again. Try something new. Go forward with what works. Gamers who think they have everything figured out are gamers who are predictable, and who can be defeated in a predictable way.

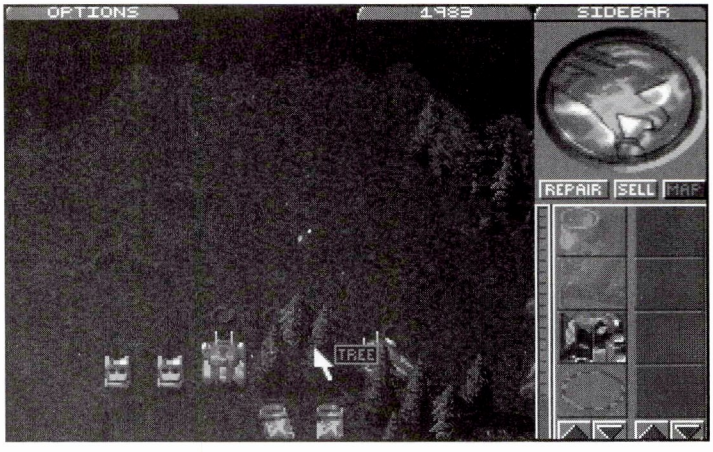
Take the opportunity to save the game during pauses.

I may be getting a bit philosophical; after all, we outline surefire strategies for conquering the AI opponent in this book. But for those of you playing other humans, or who want to excel in all games, a willingness to pause and think "perhaps there is a different, better way" is the leading edge of improved strategy and tactics.

Always be open to new approaches.



Move in force whenever possible, especially if you want to move with decisiveness into the unknown. Keep vulnerable units to the rear, and don't let forces get too spread out.



Enough soapbox. Let's get some blood on our hands.

The key feature of all combat is to maximize kills while minimizing losses. This is the "strategy of strategies." (You may want to spend some time assessing your personal approach to playing wargames.) Now, let's look at specific implementations of the facets that go into good strategies and tactics for the game you are currently enjoying (immensely, I trust).

Deny Tiberium

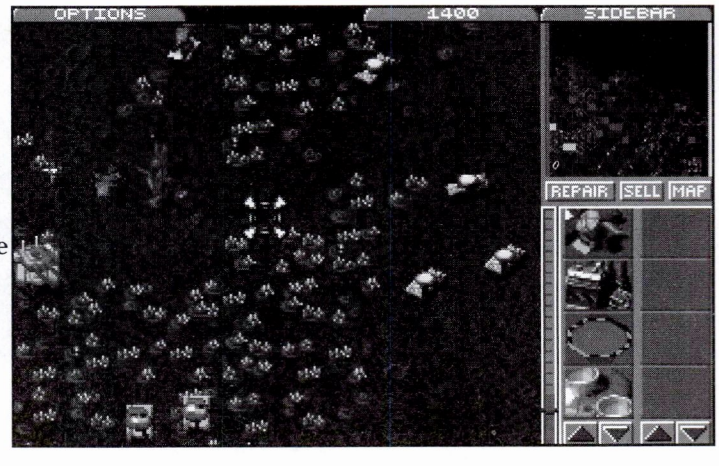
Ranking individual strategies on a scale of most to least important, this is at the top. The longer your scumbag opponent pulls in Tiberium, the less money you've got to make guns with, and the more barrels the enemy will be sticking in your face, or even in more unpleasant places.

Overview

Tiberium harvesting is not a feature of all missions. In the ones where harvesting is allowed, however, you will want to keep your attention focused on it. Don't go too overboard trying to find the enemy harvester, though. What good is denying the enemy Tiberium if you lose a lot of forces in the process and the opposing commander then rolls a light tank over your last two shell-shocked minigunners?

Destroy the enemy harvester if the opportunity presents itself, but don't go looking for too much trouble!

Also see **Beware the Mighty Harvester** *for a few more notes on this key beast.*



A large force makes an early attempt at killing Nod's harvester in GDI Mission 13B. Kane responds in force, killing half the GDI force. GDI is going to start the game behind the eight-ball if he doesn't retreat fast!

Use your recon forces, or the intel briefings from this book. (Consider yourself a wise field commander who spent slush monies on a free-market intel summary!) When the cost isn't too high, find the enemy harvester and explain the situation to the harvester crew.

Scouting is a high priority at the beginning of missions.

The Plot Thickens (a.k.a., How?)

It's easy to say, "Destroy the enemy harvester." In the more advanced missions, however, this will be nearly impossible. But remember that there are many ways to skin a cat. The more tricks you have, the more you will be able to use.

When it is easily accessible, destroy the enemy harvester(s) ASAP. When the harvester is not accessible, you've got a lot of work ahead of you. It's time to sit down and ponder the best strategy to take. *Strategy*, not *tactic*: Plan your overall best objective(s), and then use the best tactic(s) to achieve it. (Perhaps this is a good time to pause the game?)

If you have difficulty cornering the enemy harvester(s), try **capturing the refinery**. Destroying the enemy refinery could work in the short run, but the AI likes to rebuild destroyed structures, so it's not a good ploy. Capturing can be much more effective. And there are several scenarios where capture is about the only way you can put a damper on the enemy's Tiberium supply in a reasonable period of time. In GDI Mission 2, Nod's refinery is readily accessible, on the near side of the Nod base. But to catch the harvester you'd have to take your small force through a gauntlet of folks in the Nod base, and out the other side, where even more Noddies await you.

capturing can be a mean, vicious, and downright cool thing to do!

Concentrate Force

Second only to cutting the enemy's lifeline is cutting the enemy himself.

Introduction

Battle is not a crazy orgy of blood and smoke, Commander—or, more precisely, no battle you wish to win is. Those who regularly bring the prize home know that war is a studied craft.

A key component of close combat is to focus your fire on individual enemy units, concentrating on whichever one is doing the most damage and is easiest to kill or destroy. Think of these as prioritization factors:

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Highest Threat x Highest Ease of Kill = Highest Targeting Priority
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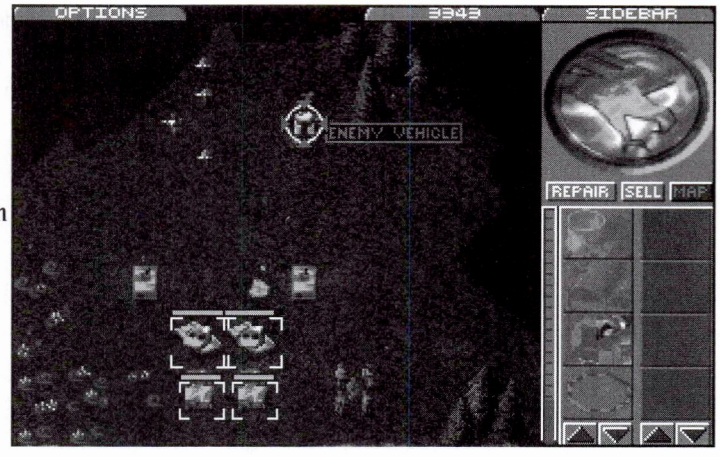


GDI forces utilize their armor advantage and quickly decimate a light tank with higher numbers. Note the screening of infantry and vulnerable rocket launchers from flame troops by cheap Hummers and medium tanks.

Thus, for the GDI player, Nod rocket infantry are an easy choice, if you have armor around. They hurt armor badly but are very easy to kill. If you only have infantry around, the rocket troops are less threatening, and flame units would be a high threat (but harder to kill than a rocket soldier). (See Chapters 4 and 5 on GDI and Nod units, and Chapter 12, the Detailed Units Chart, for more information on specific units.)

This tactic has already been discussed in Chapters 4 and 5 and will be explored more later (particularly in "Maximize Weapons Advantage," as well as in Chapter 12 in the Detailed Equipment Charts). But one step at a time. Indeed, the "equation" is totally dependent on your units, the enemy's units, and a host of other factors that affect threats and ability to remove them. And things can quickly change if one of your key units dies or a key enemy unit shows up. So, it's easy to state the equation, but applying it is a fluid expression of situational awareness.

Why Is This Tactic Effective?

The justification for concentrating your fire should be obvious, but let's break it down with simple math.

Let's say we have eight identical units squaring off against each other in a staged battle, four per side. All fire with the same effectiveness and rate. However, one side (the enemy) is walking toward the other (you) single file. Meanwhile, all four of your minigunners are clustered together and can all fire on the enemy point soldier when he or she gets in range. Finally, let's say it takes four shots to kill someone.

The first walker gets in range, and 5 shots ring out: 4 from your group and 1 from the lead single-file soldier. The point man goes down, and your group takes one hit. When all the shooting is over, 20 shots have been fired, all enemy units are dead, and your side has taken four hits. One of your minigunners might be dead, if the enemy all targeted the same unit. Sixteen hits against the enemy versus 4 to you—not a bad ratio!

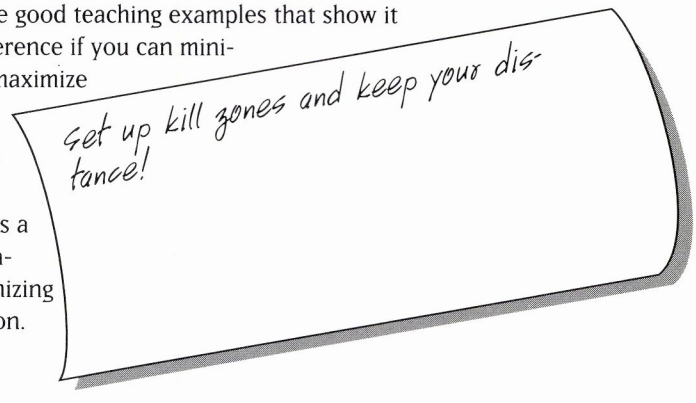
Let's look at a more likely occurrence: The same squads face off, with all units within firing range. But your side concentrates fire on a particular enemy unit sequentially, while the enemies are targeting your troops in a fixed one-to-one manner. First round: One enemy soldier dies and all your soldiers take one hit. Second round: Another enemy dies and three of your soldiers are hit. Third round: Their third dies and two of yours are hit a third time. Last shot: One of yours dies and their last dies.

The enemy has taken 16 hits to your 10. He's wiped out, whereas you're left with three soldiers—one hit once, a second hit twice, and a third hit three times. I know which side *I'd* rather be on!

Finally, here's a worst-case focused-fire scenario: units totally mixed in, with the enemy AI likely concentrating some or all of their fire on the person(s) closest to them. Meanwhile, you always focus all of your fire on one of them. The results definitely won't be as good as a 10/16 hit ratio, but hopefully it won't be a fight to the last dying shots on both sides. Indeed, it won't be a fight to the last shot (in this simple model), only to the extent that the enemy doesn't concentrate fire.

AI tends to target whomever is closest and stick with that target.

This is actually excellent justification for practicing the divide and conquer tactic (below). To whatever extent you can draw out enemy units or minimize how many of them are able to shoot at you, will you be able approach the 4/16 theoretical maximum of this example. The preceding three scenarios are good teaching examples that show it really does make a huge difference if you can minimize enemy return fire and maximize your own.



C&C actually employs a large number of different types of units, of course. This overlays a whole new level of considerations for focusing fire, maximizing weapons advantage, and so on. Read on, Commander!

Divide and Conquer

We've shown you the extreme difference it makes when enemy forces attack one by one instead of as a group. It's the optimal situation, so if the enemy doesn't volunteer to line up single file, see if you can find a way to make it happen! This is the essence of divide and conquer: setting up the enemy so you can exercise concentrated force, with minimal return fire.

There are two mental approaches to this, which can be called active and passive. Active is when you take action to draw the enemy out, and in C&C this can be further classified into the two variants presented below, "bait and switch" and "loss leader." Passive refers to when you simply let the enemy walk into firetraps(!).

Although this section is short, there's a reason that it is a section, and the second combat consideration, to boot. It's a key tactical approach, but is best discussed using the particular forms it presents. So, the next three sections are particular divide-and-conquer techniques, whether active or passive. Let's discuss passive first, as it is also the foundation of the active divide-and-conquer tactics.

Don't go after something (at higher risk) that's coming to you on a platter already!

Human Wave (or Swarm) Tactic

If it's best to gang up on the enemy, it naturally follows that you need gangs. This is a key concept of strategic deployment: Move your units in groups that are large enough to deal with the situations they are likely to encounter, preferably with overwhelming force.

This is especially true for Nod. Relative to GDI, Nod forces tend to have quantity instead of quality. The Nod swarm is frequently recommended.

This brings us back to the most important strategy: **Have a game plan**. Go for limited, achievable objectives; don't get diffused and disorganized. Let base defenses and a handful of homeboys worry about the half dozen things that might come after you but aren't right now. Remember to re-assess the moment anything nontrivial changes. If you have planned well, there should be no need to have your few strike forces running willy-nilly to counter the latest threat. Meanwhile, you'll be sticking a major threat in your opponent's face.

Profound Thought: "Wherever I go, there my army is."

Planning for a Bright Future

Because C&C is real-time, concentrating your forces optimally requires not only good planning of engagements, but also proficient use of the EVA interface. This mainly means using the Lasso feature, Pre-Selected Groups, and your Radar. All are covered in more detail under "Battle Management," discussed later in this chapter.

To effectively focus fire, you have to move fast and keep your best units shooting successively at the best target—just like at a shooting gallery.

Creating Chokepoints

You know the principle: Concentrate fire on the enemy. Now, how to set it up?

In this section, we discuss setting up chokepoint kill zones. We assume there is an area on the map that enemy forces are expected to come through. (Compare bait and switch, where you draw enemy forces out and may set up a temporary or chase-type kill zone.)

Base design, especially use of guard towers and turrets, often involves fabricating chokepoints. We'll save this instance of chokepoints for the section on base design (see "Base Instincts," later in this chapter). In this section, we discuss chokepoints involving your mobile forces.

Even if they're falling like flies, keep focusing!

It's a Fine Day for an Ambush (or Avoiding Chokepoints)

If you've already played a particular mission before, you know where the enemy is likely to come from. Don't place *too* much trust in previous games, however. The AI actively evaluates where to send its strike forces, which means it is always reacting to you—and it also throws in a random element (see the Erik Yeo interview in this book). Many scenarios have distinct channeling terrain (trees and ridges), though, and you can count on your diligent opponent to attack your base, too. As in real life, half the game is knowing where something will happen (intel); the other half is the fighting. (Although divide-and-conquer goes by many names, it's a key military concept.)

On new maps or against human opponents, the route of enemy attack is less predictable. These situations require care and planning for flexibility of response. This is usually accomplished by letting point units scout before you. These are typically vehicles that can move fairly quickly, while the body of your force follows a little bit behind.

Plan ahead: Set up chokepoints throughout mission.

With constricted, unexplored terrain, your main force should be paused at the entrance to passes, forest outgrowths, or other blocking terrain. It could get messy if there's an ambushing force atop the ridge or around the bend—'tis a poor sword that cuts one way! Or, if your base is suddenly attacked from an unanticipated direction, the entire force may need to return immediately. A small pass could choke them up, with faster vehicles stuck behind slow ones.

When you get to the next wide area, move the rest of the forces up. In wide open areas, simply have the larger force follow the scout(s) at a distance, or move the force up occasionally.

Once you are skilled at responding to surprise threats, move in force simply by having a fast unit (buggy, Hummer, or APC) out front, with the rest playing constant catch-up. Wait until forces are largely regrouped before moving them all again, with the scouts racing forward. Having the scout and the rest of the force on two pre-selected keys can speed this work.

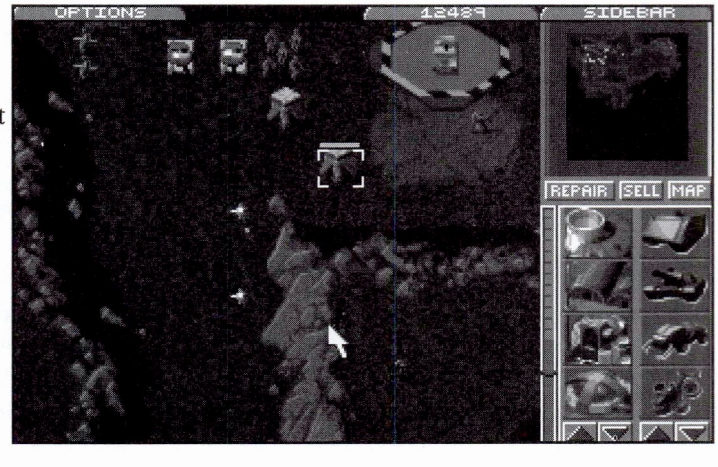
> *Scouts also help spring AI trigger points, without getting your whole force, vulnerable rocket launchers, etc., trapped. Use the Secret Ambush X-Rayer (the targeting cursor) and the Radar heavily!*

Set 'Em Up...

The above techniques will help you avoid ambushes. Once likely routes of attack are identified (or hordes of angry enemies start charging after you), it's time to set your own trap.

The best chokepoints take advantage of constricted terrain to channel the enemy into a thin column you can concentrate fire upon. Set your units up just within the point where the terrain widens, so you have mobility and can array your forces around the entrance. (Note: Lining constricted terrain such as a ravine with your units might mean you're setting your lead units up for focused fire.) If no constricting terrain is available, simply array your forces so they can open fire at about the same time (think of a "T" shape, with your forces the top of the T).

Watch AI move diverse strike forces effectively.



Guard towers on a line perpendicular to approaching Nod troops that have been strung out by constricting terrain. The additional forces are hardly necessary; the Noddies are already doomed.

Array your forces logically: shorter-range units up front, farther-range units behind. Modify this according to threat potential. (Ack! Flamers! See "Maximize Weapons Potential," later in this chapter, for more about this.) The object is to have all units open fire at the same time.

> *One major exception: Let any extreme-range forces cut loose ASAP. The pinning action can be wicked against infantry. Keep them situated with your other forces, though, or they may get focused themselves.*

Knock 'Em Dead!

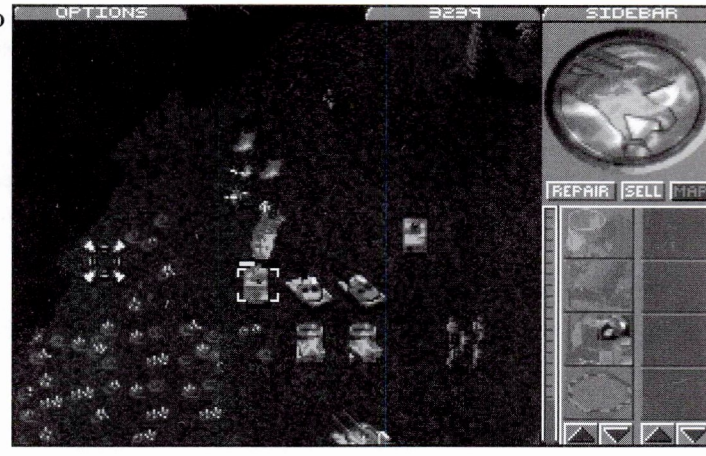
Use focus fire and other close-quarter combat tactics to finish off the unfortunate souls you set up.

Bait-and-Switch

To this point, we've been talking about passive chokepoints, where the enemy walks into your trap of his own free will (smirk). Although this is an important ploy for defending against attack or ambush, there are times when you want to hurry things up or need to enter a base crammed full of evil dudes. In such cases you'll move on to option B.

The AI has a small problem. It's called lack of the big picture. Let's open his eyes some.

Send a lone unit forward, close to a pack of enemy units. The enemy often will come charging toward the unit. The astute military observer in you is sure to sense the potential for some fun here: Set 'em up, knock 'em dead.



Flamers have locked onto a Hummer that is quickly speeding away (back to base for repairs!). Meanwhile, rocket launchers are killing the Nod scum handily, with backup forces in case things get hairy.

This can be played two ways: Send in a light vehicle that can get in and out, or send in a cheapie infantry. Whichever you choose, make sure the "bait" can live long enough to get within the sighting range of the enemies you are trying to draw out, and back out, at least a little. (If turrets or other defenses lie between you and the targets, you may want to destroy these defenses first. This is easier said than done in later scenarios, though—they'll have units pouring out of their base, regardless!)

You will have set up a firing lane a little way back from the hornet's nest you're trying to defuse. When possible, use constricting terrain. If this is not possible or is a hassle, just set up an enfilade ("T" or semicircle kill zone). Careful—you may get a huge pack of troops coming after you! The farther back you set up your kill zone, the more spread out the chasers will be. The enemy could turn back, however, if your bait is killed or far outruns them.

Often, the AI will follows its initial bait quite blindly until it takes major damage. Scoot your bait around behind your arrayed forces and watch the dufus (or dufi) drive right up to it! For better control of collateral damage from your own explosive rounds, experiment with sending the bait along a tangential course skirting your ambush force.

The Loss Leader

This ain't K-Mart, and you ain't selling stuff cheap to lure the shopping masses. This is *war*, Commander, and you're attracting something with a solid lead casing moving at 1,000 meters per second. The losses you're dealing in are flesh and metal.

Expensive government think-tank contracts, supplemented by the comments of my seven-year-old, have revealed that computerized opponents prefer to keep shooting at the first thing that comes into their sights.

When attacking a fixed objective (turret or tower), lead off with a cheap unit that the objective will have trouble hitting. Turrets often miss infantry, and standard GDI towers do poorly against light tanks. Advanced guard towers are a little tougher, and (ahem) let's not even talk about Obelisks of Light right now. See "Projecting Defenses" under Base Design (later in this chapter) for more on these tough nuts.

I smell opportunity!

A Hummer takes point for a larger GDI expeditionary force. The main force hangs back to avoid a snafu in the ravine. They will move forward and attack if light forces are encountered, or hold their ground and set up an ambush with the Hummer soaking up some hits and leading the attackers back to the main force.

In a sense, the loss-leader tactic is divide-and-conquer from another angle: Fire is drawn to a less vulnerable or less important target, while the objective is destroyed. This certainly meets the goal of minimizing losses! Meanwhile, if you have amassed a large number of forces to attack the objective, you are maximizing (quickening) your kill for the losses the objective is causing.

> *Loss leader works* very *well and should be employed against the AI opponent whenever possible.*

This tactic works not only against the obvious choices of turret and guard tower, but also in many mobile encounters. Stick something out there to draw enemy fire, and then hammer away! This is a classic way to distract the many AI ambushes in the missions.

Maximize Weapons Advantage

Overlaying the choice of where to fight and how to arrange your units is which units you're using. A key military concept is to utilize your weapons' capabilities to inflict maximum damage with minimal loss. This is a key component of *combined arms warfare*, which we discuss in the next section.

You've been on the battlefield; you know what I'm talking about. Flamers will cremate infantry like gas on kindling. Minigunners can barely touch heavy armor, but direct hits by TOWs will take a decent chunk out of armor every time. In Chapter 12, the Detailed Units Chart goes into specific comparisons of the utility of weapons. Let's look at the variables involved.

Loss leader works against real opponents, too, if they're not paying attention (or distracted)! The AI interface chooses targets for units until the human player steps in and directs fire.

Type of Weapon

C&C units and their weapons can be categorized along different dimensions:

- Usefulness versus type of target (usually infantry and armor).
- Type of shell or warhead: bullet, APDS, flame, TOW, etc.
- Area of effect (collateral damage), with bullets being lowest, TOWs midrange, and grenades, arty, and flames being among the highest. Scratch that: Nod's tactical nukes are *the* highest. (Don't you love Kane?)
- Mobility of the platform, including being ground or airborne.
- Range of the weapon.
- Cost of the weapon.
- Other factors affecting overall weapon performance, such as accuracy and reload rate (see Chapter 12 units charts).

All of these factors contribute to the capabilities of a unit and determine what it can best be used for.

Weaponry Advantages

The underlying principle of unit usage is based on the axiom "maximum kill, minimum loss." The best starting point for implementing the axiom is to know the enemy. Nod mobile forces are best at killing infantry; GDI mobile forces, at killing armor. Keep this important defensive consideration in mind. Then, assess your offensive capabilities. You should be able to easily

field the kind of kill capability your side specializes in (as just shown), so the problem is deploying, for example, good anti-armor capability for Nod. Keep this in mind as you compose your strike forces.

Without getting into detailed analysis of all units, here are some important tips. Read both sides of the equation. Every unit has its strengths *and* its weaknesses. If it seems as though your opponent has an invincible unit, prepare to make it vulnerable. Base (fixed) weaponry will be covered in "Basic Instincts," below.

- **Airborne** units are excellent as vultures taking advantage of targets of opportunity. They move quickly and can destroy opportunity targets before the enemy can deploy TOWs.

  They are generally invulnerable to all fire but missiles, making non-TOW objectives their playground. The GDI airborne platform (Orca) is a tank killer; Nod's attack chopper is an infantry killer. Both sides *must* defend against these airborne forces with TOWs (or SAMS). GDI is inherently better at defending its strike forces against airborne platforms, but GDI soldiers sans TOW support are asking for it in missions with Nod attack choppers.

  > *SAMS are the best air strike deterrent. When possible, always include at least 3 in/around your base.*

  If you are being harassed by aircraft repeatedly attacking something and it's difficult to get to the object of their attention to defend it, don't forget that you can also deploy TOWs along their route. This could mean death to AI aircraft (in time), and considerable hassle to human opponents. If a human opponent must reroute aircraft both coming and going, his round-time for reloading has been significantly increased, which could effectively halve his airborne strength.

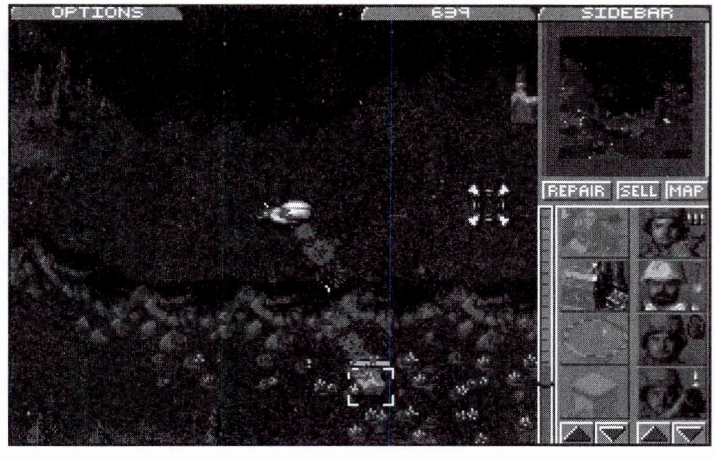
- **APDSs and TOWs** are always best against armored targets (vehicles and structures), with APDS platforms being more survivable while having less punch (especially versus cost), and the converse true for TOWs. This is a tortoise versus the hare situation—with survivability figured in, APDS might be your preferred anti-armor platform (exception: the expensive Orca).

  > *APDS = Armor Piercing Discarding Sabot, the round used by light and medium tanks, Mammoths, and turrets. It is the preferred weapon against heavy tanks in the modern military. See the medium tank description in Chapter 4 for more information.*

  The downside is that APDSs are highly ineffective against infantry targets. This makes infantry excellent loss leaders against turrets, and mobile APDS platforms are not sizable threats. Fortunately, tanks are somewhat slow, which reduces their ability to squish your troops.

- The long-range capability of **missile launchers and arty** is a major consideration.

Unfortunately, Nod gets the short end of the stick here, because their arty is easily killed—you must protect these units closely. GDI is in much better shape. Their rocket launcher is quite long range and adequately survivable. It is excellent for picking off armored targets or turrets from stand-off range, such as the other side of a ridge. Finally, the incendiary SSM is murder on infantry and no fun for armor, in the scenarios where it appears.



A rocket launcher hammers a hapless flame tank stymied by a ridge. Maximize your advantages!

- Nod has a major advantage against infantry with its **flame infantry and tanks**. Unlike rocket infantry, Nod flame soldiers have good survivability (for infantry). Flame units are hell to defend against, and flame tanks even perform adequately against armor and quite well against structures. Nod strike forces are almost certain to field flame units (in the advanced missions that allow them, of course).
- **Collateral damage** is a major factor in considering weapons, especially when dealing with infantry. Flames and explosive weapons are excellent for inflicting collateral damage. The GDI grenadier would have been a much stronger unit, especially against infantry, had its range been longer. As it stands, grenadiers can be their own worst enemy. They must get near their target, who then likely has time to close with the grenadier(s).
- The Nod **rocket bike** is about the only ground platform where speed (combined with viable punch) is an offensive factor in and of itself. These units can swarm targets of opportunity before the enemy can redeploy to defend. Most other ground units move relatively slowly (especially in groups) or have such light weapons that they can't readily make hit-and-run attacks (or respond to rocket bike attacks). Although Nod rocket bikes are easy to kill, their speed combined with their punch makes them good harassing units.
- The **incendiary SSM** is an awesome weapon that opponents must handle with care. Its extreme long range combined with the powerful flame blast make it death on enemy infantry, despite its very long reload time. Commanders should protect these weapons carefully and use them diligently to decimate enemies.

- The **cost** of some units causes them to be less viable. The Mammoth is a prime example of an expensive toy whose money might be best spent on other things. Medium tanks and bazooka troops fully replace its functionality. The immense survivability of Mammoths can be key in a few, select situations, however.
- Special units are miniature studies in usefulness.

  The Nod **Stealth tank** is a key example here. Its element of surprise can be quite useful for targets of opportunity. In a sense, Stealth tanks are similar to rocket bikes, especially because they use rockets. You will want to consider their cost carefully and become familiar with precisely how well they can cloak, before deciding whether to employ this exotic beast. See the Stealth tank description in Chapter 5 for more information.

  Commandos are another special unit. Their demo ops capability and "zero-defect" approach to killing infantry make them pure hell for these purposes—but they can't scratch armor.

  Engineers will be covered in detail below.

Don't let expensive Mammoths be destroyed; repair them!

Once you are familiar with the strengths and weaknesses of your units, it's time to send them into combat—combined arms combat, that is.

Combined Arms Tactics

If units have strengths and weaknesses, it follows that employing units as groups will give the groups numerous strengths and shore up weaknesses. Combined arms tactics are a tried and true quality of skilled modern armies.

Guarding against Weaknesses

Some of the most potent offensive weapons also have huge Achilles heels of vulnerability. Using combined arms, you will want to include units that can buttress the weaknesses of these constituents of the task force.

As always, these general notes are dependent on what enemy units are available in a given mission.

Guard against your own weaknesses, and exploit them in enemy forces.

- **Long-range arty (artillery) platforms** tend to have light armor and few hit points. Nod's Arty is notoriously easy to kill, but GDI rocket launchers have somewhat adequate survivability.

  Nod must sometimes do what it takes to wipe out GDI rocket launchers, or continue to be shelled mercilessly. Rocket infantry (supported by other units), bikes, or light tanks can be quite useful here. Concentrated fire will be a must for destroying the rocket launchers. A swarm of Nod attack choppers can be a risky proposition versus GDI TOW launchers, because the TOWs can quickly destroy the choppers.

  Watch for TOWs and SAMs both at the destination and along the flight path.

- **Aircraft** are quite vulnerable to TOWs. Aircrafts' tendency to hover around a target makes them especially vulnerable at that location.

  TOWs are less of a concern for ground support aircraft and cargo planes, because they keep moving and are liable to get away before being destroyed.

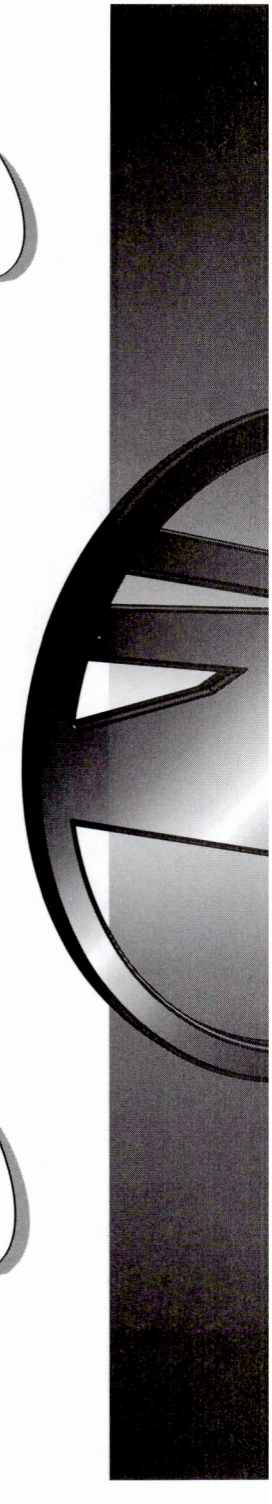
- **Rocket and bazooka (TOW) infantry** are excellent light anti-armor units. However, the emphasis here is on *light*. If you can keep them alive, they are worth their weight in gold. Nod rocketeers, in particular, are liable to die like flies. They must be protected with additional forces that can act as loss leaders against the AI.

- **Rocket bikes** are easily destroyed. They must use swarm or force tactics, and be careful not to get ambushed or otherwise pinned.

- **Infantry** face a host of nasty surprises, namely, incendiaries, explosives, and rip guns (Nod attack choppers and standard GDI guard towers). Use of infantry in any of the advanced missions is a bittersweet reminder of the frailty of flesh amidst screaming hot metal fragments:

  Rip guns will rip you up, explosives will injure large groups in one blast (grenadiers are the chief danger here), troops utilizing explosives and fire (rocketeers, grenadiers, flamers) will inflict more collateral damage when they die (and explode), flames will make human torches out of huge groups with one "application", and, if that's not enough, heavy armor will roll right over you.

  Keep rocket bikes moving.



Did I forget to add: Infantry like to get pinned, which can let enemies catch up to and kill them en masse.

What's a diligent infantry commander to do?

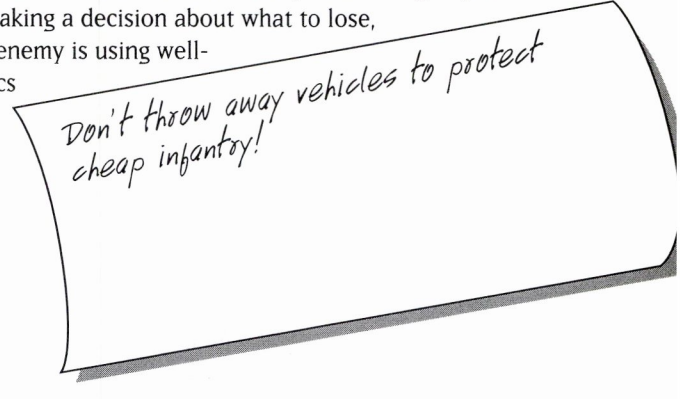
GDI must be very careful with infantry in missions where Nod has flame units. Screening vehicles should be mixed into strike forces. GDI infantry should keep abreast with or behind their vehicles.

Nod will not have as much difficulty using troopers as GDI has with flame troops. Grenadiers are one of Nod infantry's worst enemies, but vehicle screening and swarm tactics can save the day. The same holds true for rocket troops.

Heavier armor (light and medium tanks and the Mammoth) is relatively slow. The AI will try to attack with its APDS, and will roll over you if you're between two points it wants to traverse. This is passive squishing. The harvester will actively try to roll over attacking infantry, but can be confused and waylaid if you put equal attacking infantry forces on either side. The harvester will continually refocus its attention on each group in turn, causing it to spin in place. The **APC** is another story, however: It has a decent anti-infantry gun *and* it is fast enough on its feet that even the AI can get it to squish infantry readily. The GDI APC is a significant threat to Nod infantry. Nod should always try to keep some rocket troops or bikes in strike forces to deal with APCs.

With so many bad things facing infantry, you may ask, why use them? Because of their strengths, of course! We've only listed the weaknesses here. Infantry will continue to be quite useful and sometimes critical, even in advanced scenarios. Bazooka and, to a lesser extent, grenade troops fill important roles for GDI, and rocket troops and especially flame troops are important to Nod.

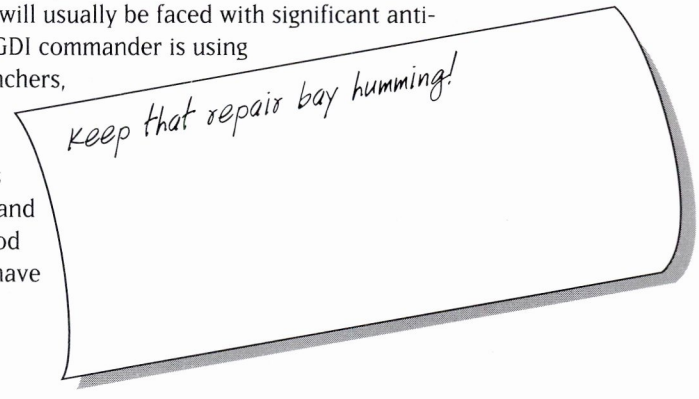
In summary, infantry should be protected by staying even with, or behind, supporting vehicles. In the event of strong anti-infantry attack, try to place a less vulnerable armored loss leader out front to draw fire. This must always be balanced, however, by the vulnerability of your armor to whatever else the enemy is throwing at you. If you find yourself constantly making a decision about what to lose, make yourself a big note: The enemy is using well-balanced combined-arms tactics against you!



- **Armor and especially aircraft are quite vulnerable to TOWs.** Armor is also vulnerable to APDSs, but not as quickly as with TOWs.

  Nod's mobile TOW carriers, rocketeers, and bikes are quite easy to kill. It will be hectic for the GDI player when first confronted with these troops, but a good combined-arms strike force should be able to deal with mobile Nod TOW forces. APCs and grenadiers are good choices versus rocket infantry, and bazookas, Orcas, and medium tanks are good against rocket bikes.

  Nod, on the other hand, will usually be faced with significant anti-armor and TOWs, if the GDI commander is using his bazookas, rocket launchers, Orcas, and/or Mammoths. In combination with tanks and APCs screening GDI bazookas and rocket launchers from Nod counterattack, Nod can have a tough time.



- **Commandos and engineers** are, of course, quite vulnerable. Engineers are sitting ducks and very easy to kill. Use of APCs, or high amounts of protection, are required in combat situations. Commandos can decimate infantry but can't dent armor. Tough as he is, a commando's life is usually over if he gets pinned by even one light vehicle.

Projecting Your Strengths

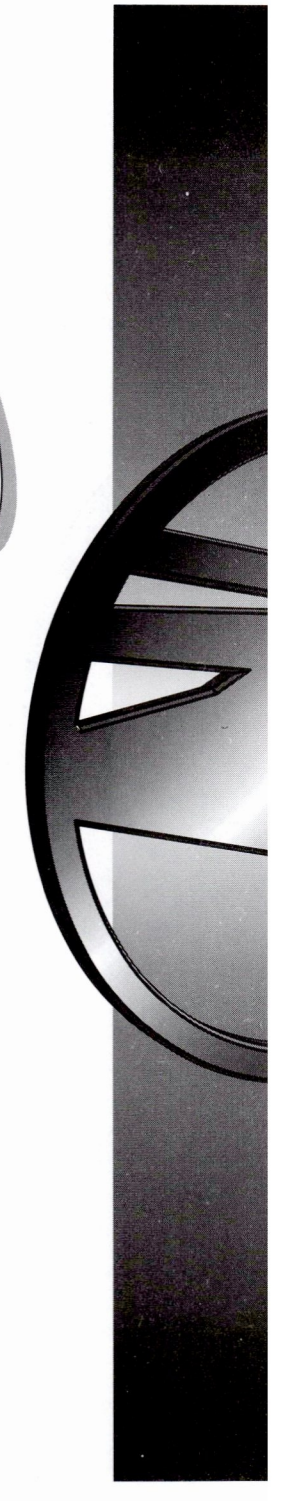
Enough about weakness, eh? Let's get to the good stuff. There will be a fair amount of repetition of previous text here, because we've basically been looking at the same things from different angles. Soon we'll have the whole picture.

Your strengths are:

- **GDI is well equipped to destroy vehicles.** The arsenal of the Global Defense Initiative is replete with tank and wheeled-vehicle destroyers. The bazooka infantry, medium tanks, rocket launchers, and Orca are all strong units. It is hard to envision advanced scenarios where GDI does not have most or all of these units fielded.

  GDI is not left totally in the lurch regarding infantry. APCs are good anti-infantry units, and grenadiers are good if handled with care. If you have the cash, you should have no problem defeating infantry. Unfortunately, Nod's strong point is infantry.

- Conversely, **Nod is well equipped to kill infantry**. From the premier flamers to the attack chopper, Nod is *ready* to kill infantry.

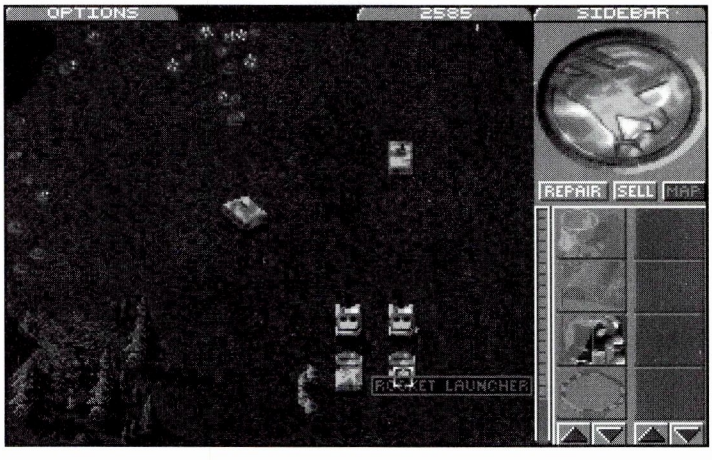


With care, rocket infantry can be used to good effect against Nod armor. Light tanks are also capable anti-armor vehicles, *if* numbers are in your favor. And rocket bikes are great for hit-and-run or swarm tactics against vulnerable targets.

Combining and Arming Your Tactics

This is what it's all about, Commander. We've discussed concentration of force, divide-and-conquer, ways to minimize losses, and weaknesses and strengths for platforms and weapons. Now let's put it all together and fight a combined arms battle.

Seek ye forth and conquer! Always try to travel with enough power for a decent party. Keep a close eye on all scouting groups until you have your radar up.



GDI on the Field

GDI has no problem dealing with armor. GDI's problem is dealing with infantry, rocketeers, and flamers in particular.

GDI needs to strongly consider using APCs and grenadiers. The APC is considerably more survivable than the Hummer and can run over enemy troops while shooting them to boot. Grenadiers can do a good job against infantry, especially those nasty but lightweight rocket infantry.

Don't shoot at troops being run over— it's a waste of bullets.

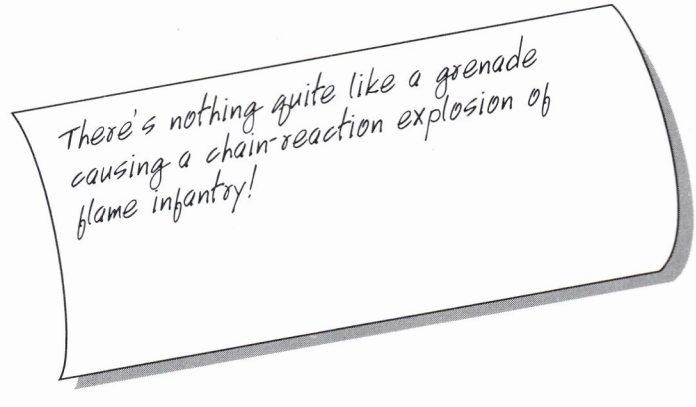
GDI maximizes strengths and minimizes weakness by utilizing tower and rocket launcher long range fire, while keeping vulnerable units behind a screen of armor. A handful of grenadiers stand by in case flamers get too close. They would be sent out one by one, vectoring north then west from a flanking position, forcing the flamers to choose one target or the other.

If you're faced with flamers, pull your infantry back. If you have healthy vehicles available, toss them out as loss leaders while you regroup. Don't use Mammoths this way, however—the large size of the Mammoth causes them to take sizable damage from flame blasts. Additionally, Mammoths are hard to pull back from bad situations due to their slowness.

Generally, the appearance of a nontrivial number of flame units means *red alert.* Call in Orcas, regroup infantry behind vehicles, retreat—whatever you need to do.

> *This would be a good time to pause the game and reconsider your approach!*

To whatever extent possible, use long-range shelling such as rocket launchers and Orcas. Attempt to pin flame infantry at long range and use other forces firing at maximal range to kill them off. If you've deployed with good anti-armor, as is usual for GDI, flame tanks can often be easier to deal with than flame troops. Finally, don't panic. You can always throw grenadiers or minigunners at them. It might be the last battle your infantry fight, but they aren't very expensive.



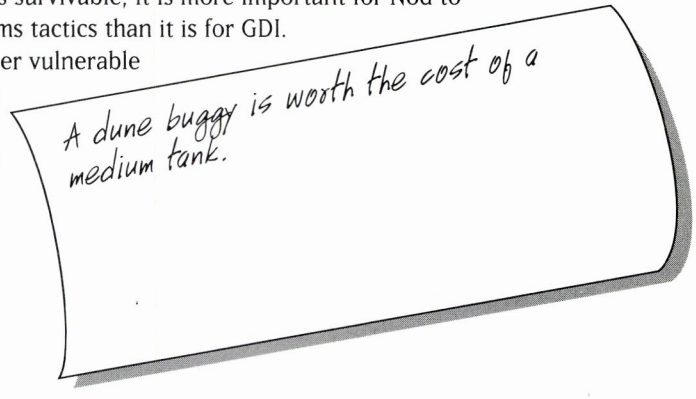
If you're playing a mission with incendiary SSMs, your worries are few! (Why doesn't HQ give us more of these?)

Nod on the Field

You face the converse of GDI's situation. Your anti-infantry capability is quite strong, but your anti-armor capability is relatively weak. Therefore, you need to maximize and protect your anti-armor capability.

Rocket infantry, bikes, and light tanks are what you have to work with. All have comparatively low survivability; rocket infantry's survivability is, as Kane would say, laughable.

Because many Nod units are less survivable, it is more important for Nod to employ intelligent combined-arms tactics than it is for GDI. Protect your rocketeers and other vulnerable heavy hitters with vehicles such as dune buggies and light tanks out front. Play loss leader while planting TOW kisses on the GDI vehicles.



To the extent you are able to keep GDI units from breaking through your lines, employ arty. Arty is worth its price *if* it can be protected from easy destruction. This includes keeping rocketeers to fend off Orcas, when GDI has them.

Finally, flame troops can be hard to work with. If grouped, they can kill each other when dying. Or they might simply miss, hit one of their fellows, and start a chain reaction. Flame troops are like Molotov cocktails: They hurt the enemy if tossed the right way, but hurt *you* if tossed the wrong way or you're hit while holding one.

> *Remember the Scatter key (X) with flame infantry! Try to scatter them before engaging so they can close from different angles.*

Clear the Playing Field

The previous sections focused on force-on-force firefights. Let's look at the interplay of fixed defensive structures. This will be a general discussion of traversing the map and avoiding obstacles as a whole. Base design will be discussed at length in a separate section, below.

Combined-arms tactics will serve you well in your goal to clear the entire playing field. Pick those units best suited to inflict maximum pain on enemy units and structures while suffering the least damage. Use the loss-leader technique copiously.

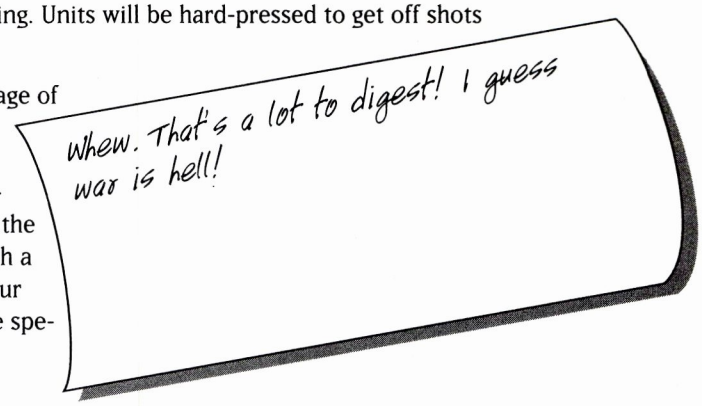
The GDI player will face a large number of Nod turrets in the course of his or her career. A cheapie minigunner loss leader followed by force in strength will make quick work of this. The AI opponent has a nasty habit, in the final scenarios, of continually replenishing selected turrets. But the turrets are *so* bad about targeting infantry with APDSs that you can easily leave a few near the turret site, and tanks or rocket launchers just beyond them to bring home the bacon. To stop the pesky recurrence of the turrets, move a soldier on the site after you destroy the turret, before Nod can make another.

Nod light tanks or arty are best for removing standard GDI (rip gun) towers. They can stand outside the towers' range and pound them into submission. (GDI players: The AI commander is often not smart enough to do this.) Advanced guard towers are harder to deal with. They use missiles that are fairly effective against infantry, making the loss-leader tactic more expensive to employ. For best results, group a sizable contingent of light tanks, rocketeers (anti-armor units), and/or arty just outside range of the tower(s). Send in minigunners from several angles, so collateral damage doesn't kill them all at once. Keep more minigunners in the wings ready to soak off more hits, but not so close as to get collateral damage. Move your anti-armor forces in and let fly. If there is more than one tower and you have a lot of forces fielded that keep jockeying for position, use the cursor to keep the rabble to a minimum. Good planning, possibly including the Pre-selected Group keys, can help a staged firefight like this run smoothly. To take out advanced guard towers, use two arties not on a centerline with the base. The arties will be just out of missile range and can destroy the tower.

Flame units can be risky propositions against GDI towers. Used in sufficient numbers for a quick kill, they might easily harm each other if destroyed. Flame tanks can be somewhat quickly destroyed by advanced guard towers. Still, in good hands they can be used to good effect, particularly against an AI commander that might not have a hefty reserve available to buttress a lone tower. Human opponents will likely be a very different proposition.

Although GDI might have the single scariest base defense platform, Nod clearly has the scariest combined defenses. A cluster of Obelisks and SAMs is enough to make the GDI player, AI or human, think once, twice, and thrice about approaching your redoubt. Obelisks are a pushover for Orcas if there are no air defenses. *With* air defenses, several Obelisks can set the GDI player up for a severe pounding. Units will be hard-pressed to get off shots before dying or being destroyed.

This completes our general coverage of unit deployment and tactics. For additional information on advanced ploys, see the final missions for GDI and Nod, as well as the Multiplayer Missions chapter. With a general tactical overview under our belt, let's look at additional, more specific combat considerations.



Handle Area-Effect Weapons with Care

Area-effect weapons (primarily explosives and incendiaries) must be handled with respect. A little time on the battlefield shows you how, well, *explosive* they can be. If only there were a "no self-frag" option! Used properly, however, area-effect troopers have actually been known to cause more damage to the enemy than to you! Despite their danger, they are certainly worth having. If you'd like some help in avoiding fragging or flaming yourself, here are ways to reduce these losses. Most involve planning (there's that word again!).

One way is to **separate your area-effect units**. This is best done when the enemy is sighted at a distance, and you can array your forces. Set your troops a number of squares apart so you can close upon the enemy from different sides. With the troops apart, less damage will occur if they explode or frag themselves.

A trick you may find useful is this: Once enemy units are getting within range, tell your units to move to a point *behind* the enemy (not targeting an enemy) and, when within range of the enemy, tell them to stop (press the S key). This reduces the tendency of your troops to converge again after you've just told them to move apart.

A second way is to **place units on separate Pre-selected Group keys** (see below). This is a fair amount of work, but it can assist you in pulling particular units back or in keeping them on separate targets, reducing their tendency to converge. Put as many on separate keys as you care to.

Another way is to use the **Scatter key** (X). Each time you press it, units will move apart. Repeated presses increase the spread. This function is of dubious value in the heat of battle, however. Infantry, which are most likely to need it, will probably be on their bellies at this point. Making them scatter causes them to use precious seconds moving instead of firing.

As mentioned before, 'tis a poor sword that cuts one way. When circumstances permit, consider sending your flame troops *into* enemy groups. As they die, *poof*, instant flambé! Kane would be proud. For GDI, the way this works is that grenadiers are only fragging themselves if the enemy has come close. They likewise will hurt the enemy as they perish in a bright puff of light. This is all the more reason to keep these troops separated as much as you can.

use the Scatter key as a quick separator before battle begins.

Engineers

Enter the wildcard: the engineer. Skilled at capturing enemy structures, engineers can rapidly turn night to day—or day to night, if playing human opponents!

Strategic Capture

The most important use of engineers is in strategic capture. Having problems taking a base? Enemy units got you feeling down? Sometimes an engineer will brighten your day. GDI Mission 2 is an excellent example of this. With the measly forces initially available, it's a tough uphill battle to overcome all the Nod forces and destroy their harvester. Your sprightly engineer can walk in and quietly capture Nod's refinery, however—a whimper, not a bang. In one fell swoop, you have denied Tiberium, *gotten yourself a harvester* (in a mission in which you get none), and saved a lot of GDI lives.

As an important added bonus, the AI commander often rebuilds structures you have destroyed in the same place they were before. Capturing a building throws a monkey wrench into the AI commander's no-brainer solution. It is harder for the AI to then find a good place for the replacement structure.

Engineers are unarmed. Be sure to send a supporting fire force.

There are many strategic uses of captures for engineers. Here are examples:

- **Capture refineries along with harvesters.**

  With their long Tiberium offloading time, harvesters can often be captured as they dump their goods. With refineries being so critical, this is an excellent solution for denying Tiberium, if the enemy harvester is hard to reach or the enemy just keeps pumping out replacement harvesters. Capturing the refinery should be thought of as equal to or better than destroying harvesters; the decision then becomes, "which is easier to accomplish?"

  This can also be a painless way to neutralize this key structure in missions where you can't get the heavy firepower into range to destroy the building.

- **Capture and use of production facilities.**

  What better way to turn the tables than to not only neutralize a building pumping out units hell-bent on killing you, but also immediately get that building to pump out those units *for* you! Runways and weapons factories, in particular, are hefty buildings that take a lot of shots to bring down.

  If a captured building is about to be destroyed, sell it!

  Some scenarios have extremely long supply lines or just flat *no* friendly production facilities. Nod Mission 3 is a prime example. It is virtually impossible to get your meager, strung-out forces to destroy the daunting GDI tower. It can be done, however, *if* you capture the GDI barracks and produce grenadiers!

  In dicey scenarios, having a production facility in *the enemy camp can be a trump card.*

  Maximize gains, minimize losses!

Production of enemy structures and denying new structures to the enemy.

As a GDI player, have you ever had an inexplicable, persistent desire to make an obelisk and show *Kane* how it feels?

Any accessible enemy construction yard can be considered a high priority target of opportunity. Once you've gotten it, you have access to any structure the enemy can make—and, by extension, any units he can make. As a Nod player, are you tired of your lightweight forces? How about a few medium tanks—how's that for a little staying power?

If the captured construction yard may be in danger, make the new structure ASAP; you may not have another chance for a long time! If you're gambling in order to make an enemy structure alone, make sure you have the credits on hand. If circumstances permit, it may be simpler to instead capture the structure of interest.

Perhaps one of the most important benefits of capturing (or destroying) an enemy construction yard is that, if it is their only one, you have wiped out their ability to make new structures in one swift blow.

This move may rub a few players the wrong way because it sounds a little unfair. But war is not about fairness, Commander. War is about maximizing gains and minimizing losses (echo, echo). Your leader expects you to conquer the enemy, not give him handicaps.

Immediate placement of friendly structures!

An alternate or additional ploy: As soon as you capture something in the enemy camp, plunk down a friendly structure next to it. An obelisk or advanced guard tower would look quite nice there, don't you think? Or, if it was everything you could do to sneak one engineer in and capture a refinery, perhaps a barracks or vehicle facility would be a dandy addition to the landscape.

Either way, have your new facility built and ready to place. Don't waste any time waiting for it to be built! And, should you choose to make another production facility, you could also have a good unit on hold, about ready to pop out of the toaster. (Make sure the new facility is your primary production site, if so.)

Economic Capture

If the game has wound down, or you have some engineers to burn, there are some other tricks you can pull.

- **Capture superfluous buildings worth more than an engineer and sell them. Don't capture buildings worth less than an engineer.**

  This should make obvious sense. If you need a silo, don't spend $500 on an engineer to capture the $150 structure! There are a few scenarios, however, where you can make engineers but may not have some structures you need. Cost may not be as much of a factor here—a $500 engineer *is* worth $700 in Tiberium, if it's the only way you can do it.

  Don't forget that capturing an enemy construction yard will give you the ability to make all enemy structures. This can help with filling in gaps, such as in those few scenarios where you have engineers but no construction yard. Or, it can allow you to make whatever you want from the enemy. If you're tired of your lightweight Nod forces, try some shiny new medium tanks for a change.

- **Make things easier on your harvester.**

  It's endgame. The enemy has been neutralized, and you're collecting Tiberium to prop up your score (mainly GDI players, here), but your stupid harvester keeps going the long way around the map. Your eyes are glazing over, drool is running out of your mouth, and your head keeps falling on the keyboard. Snap out of your rut! Borrow that surplus enemy refinery.

  You will want to capture any buildings worth more than an engineer, anyway, to sell them. Why wait?

Beware the Mighty Harvester, Death to Infantry

A smaller factoid that can catch budding EVA operatives by surprise is the untamed might of the lowly harvester. Mild-mannered by day, this beast will splat flat any foot soldiers that fire on it. This means *don't attack a harvester with infantry*; let vehicles do it. In the early missions, when you can't make vehicles, hang on to at least one vehicle with your life if there's an enemy harvester around.

Now that I've said that, let me contradict myself! AI commanders can be smart—and AI commanders can be dumb. In an example of task lists gone bad, if you have equal teams (equal threats) of infantry on both sides of a harvester, it will alternately turn to trample each team as the team fires on it. This harvester becomes a whirling dervish spiraling down to hell, and you've got a front-row seat. You can almost hear the drivers say, "Crush him—No, crush *him!*—I got it! I got it! Crush *them*! ..."

Battle Management

Great victories require great management. Your expert use of the EVA interface will save you scores of soldiers and lots of lost time. The best leader gets everything right—tactics, logistics, and luck. You can't do anything about the last factor, but you can do a lot about the first and second.

- **Lasso Feature**

  If you're not using the lasso feature, let us know if you win a game! The lasso feature makes group movement a breeze and is imperative for rapid response.

- **Pre-Selected Groups**

  As discussed in the combat tactics, Pre-Selected Groups are an excellent way to command your units as individual strike forces, whether to exploit those units' special capabilities or to pull them out of snafus. In missions with specialized units and strike forces, pre-selection is, ahem, *key* to quickly managing those units *alone*. This includes, of course, all the more complex missions!

Expensive, lightweight units with special skills, such as aircraft and the Stealth tank, are prime candidates for this functionality. Other units such as long-range platforms (arty) and the tricky grenadiers and flame units are always good candidates. See "Handle Area-Effect Weapons with Care," above, for more information on managing tricky units.

See Chapter 3, "EVA Operations Manual," for how to use the Pre-selected Groups function.

Radar, Radar, Radar!

Radar is your advisor-in-a-can. By the intermediate missions, you should be using it heavily for:

Spotting enemy units. Enemies show up as bright dots. Ones at the edge of visibility are often hard to see (read: not seen) on the main map. Make a habit of glancing at the radar map regularly. It is critical to know what is hiding, or being fielded against you, as soon as possible. Keep a sharp eye out for enemy harvesters, too!

Quickly directing long-range movement. Units can readily be moved from point to point by selecting them and then clicking a destination on the map. Don't waste your time scrolling across the map the hard way. Get those units in gear now! If they have a problem going to a far destination (a.k.a. brain-dead path computation), direct them to an intermediate place where you can pick them up later.

Don't forget that you can tell units or groups to attack something, or direct vehicles back to the repair bay, by precise use of the radar inset.

Last but not least, you can quickly **skip around the battlefield** using the radar inset. Time equals Tiberium credits; don't waste either when you have a nifty little widget to zip you across the map.

The Home Key

Use the Home key to quickly return to the selected unit(s). GDI command labored long and hard to make the interface fast, so you can save lives. Take advantage of it (even if you *are* a Nod player with a hacked pirate copy of GDI's software)!

The Scatter Key (X)

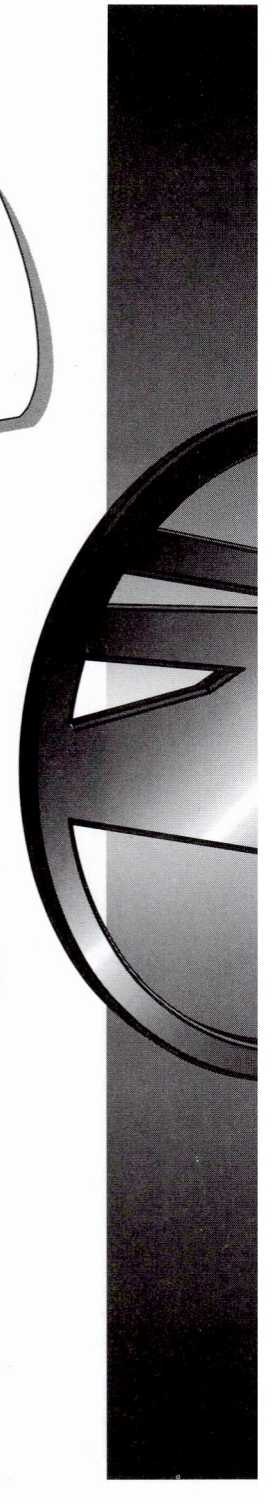
Use this to quickly separate your forces. Scattering your forces keeps fragging and collateral damage to a minimum. As outlined in "Handle Area-Effect Weapons with Care," however, scattering is best done *before* an engagement begins. Life and death are measured in seconds in the heat of battle; it is usually too late to scatter after the enemy closes in or pins you.

Pick up bread and eggs. Pick up card for Grandma...

The Stop Key (S)

Without good command and control, lots of troops will go to their death executing orders that sounded good at first but turned into a death trap ("*Where'd that SAM come from?*"). Stopping your units in their tracks is a great way to put a quick damper on situations gone awry. It is also a simple and effective way to (1) set up grenadiers or flame troops in scattered groups, (2) start them converging on an enemy (or a point behind the enemy), and then (3) stop them when in range, letting them target at will without converging on a point.

Don't let choppers land near enemy forces! Any unit can fire and destroy a chopper if it is on the ground.



Look for Hidden Troops with the Target Cursor

Prior to building a communications center, you can scout for enemy troops hiding in the brush by scanning with the cursor. There is no reason to be caught by surprise, Commander.

C&C is an excellent excuse for replacing an old and failing mouse!

Use map bookmarks (Ctrl+F7-F10) to keep on eye on key areas.

Using the map bookmarks it is easy to keep an eye on your base, the enemy base, your primary Tiberium field, etc. Define key views on the function keys and use those keys to quickly switch back and forth between the views.

Use these techniques and become adept at the interface. With practice, you should be able to fly across the board, bouncing from hot spot to hot spot.

Beyond interface features lies the larger concern of **focusing your attention**. You can whiz around the battlefield all you want, but if you are spending your time on small fry to the detriment of the bigger picture, you're winning the battle and losing the war.

F7 is predefined as the first view you see at the start of a mission.

The AI does not always move smart. Sometimes, terrain can cause him to move excessively, keeping him exposed to gunfire while jockeying about. Since humans can't watch every unit, this works against them too.

You don't (necessarily) need to go back to base to catch every soldier coming out of the oven; it probably won't matter if your tank doesn't get off the repair bay immediately. **Focus your attention** on the bigger picture, and try to schedule smaller concerns so they don't eat up your time.

A way to watch for this is, in combination with the pauses described above for reviewing your strategy, also to go back over what you did for the past few minutes. You will likely have looked at or touched on dozens of things in that period. How do they fit into the importance of your strategy? Everything is important at some level, but which was most important? If you're having trouble **prioritizing**, start at the top of the list: What is the single most important thing I would want to do right now, if I could only do one thing? Then continue on down the list. Playing this little game mentally for a while may start to highlight your strengths and weaknesses in strategy and management.

Base Instincts

Much of your time will be spent on pounding the enemy. The rest of it will be spent on an enemy that's pounding *you*. Let's look at ways to turn your bases into fortresses.

Projecting Defenses

C&C supplies several key structures needed to keep your bases up and running. Importantly, these defenses tend to shore up the weaknesses of each side.

- **Standard guard towers** have a very loud rip gun—the last thing many Nod infantry will hear. Still, its range is only medium length, it is not strong against armored vehicles (although it can hurt them), and it can be fairly readily dismembered by concentrated fire, especially from anti-armor weapons. Use a heavier armored vehicle (a light tank is a good choice) to lead losses and rocketeers to hammer the message home. Multiplayers use an attack chopper or two!

- **The turret** is more of a determined nuisance than anything else. Its APDS shells do little harm to infantry, and loss-leader tactics do quite nicely against it. With a few heavy weapons and an infantry loss leader, a lone turret can be destroyed with minimal damage to the attacker. If an Orca or two is available, the turret is toast anyway. In the right place or with additional defenses, however, a turret can be a cause for concern.

Light tanks can stand outside a standard guard tower's range and hammer away! Bring two to make quick work of it, or you're fighting a repair curve.

Human opponents can effectively use focus fire with several turrets. Be wary!

- **The advanced guard tower** must be reckoned with. Its long-range missiles hurt infantry, vehicles, *and* aircraft. You will need to employ full loss-leader and concentrated-force tactics on this baby. Also, two arties at a tangent will eliminate a tower with no losses.

- **The obelisk** is likewise a source of desperation. Good troops will find their torsoes vaporized, and the medium tank stalwart implodes with just two hits. Despite its brilliant lethality, however, you can snuff out this candle with determined effort. A direct frontal assault led by cheap infantry can usually down the structure, but be prepared to bring heavy anti-armor forces, and to take losses. In intermediate scenarios, Nod has not realized the window of opportunity that Orca can fly right through. In advanced scenarios, you will have to kick in the front door.

> *Attention Nod commander: There's one other thing we want to tell you about your shiny new obelisks. Protect your power plants at all costs! Without the juice to light up a small city, these spires may as well be another statue to Kane.*

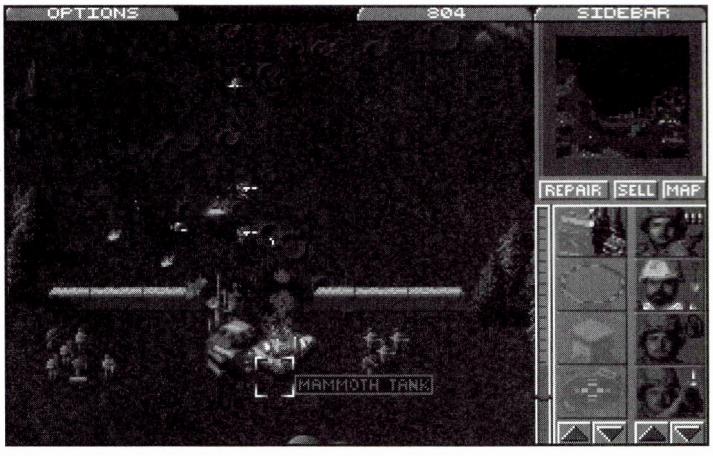
- **The SAM site** is eath to flying craft. (Well, choppers and Orca anyway.) Although GDI might have strong ground and air defense built into one structure, Nod has *outstanding* ground and air defenses built into the obelisk and the SAM site, respectively. Your obelisk will be a short-lived monument to poor planning if it's not supported by "SAM, I can!"

Extending Your Defenses: Chokepoints and Kill Zones

Protection of your base is a primary concern, and fencing will help you greatly with this.

Extensive fencing of large bases can be a hassle. It takes a lot of time and attention and a good amount of money, hampers your own movement, and may not last long anyway. In some scenarios, it can be used to good effect. A better approach can be to place defenses in key places where the enemy is expected. Fencing can be used not only to block enemy movement, but also as cheap "structures" to extend your base toward good chokepoints and kill zones.

> *Sometimes, fencing can fool the AI commander's movement pattern. If the terrain forms a back door to your base that you never use, but the enemy does, see if barring that door off puts a damper on enemy movement. Tanks will sometimes try to fire through, but infantry won't, and the AI opponent may write it off completely.*



Sandbags, since removed, were used to extend a guard tower to the entrance of constricted terrain. GDI can easily handle a steady stream of Nod forces with one tower, a lone key unit, and backup just in case. Note how (1) a hole is left in the wall both to channel enemies into the tower and for the Mammoth to fire through, (2) infantry is kept off to the side, where flames don't reach (their weapons fire over walls), and (3) the Mammoth can be best used for defensive and rear guard work. It is also a quick trip to the repair bay.

Chokepoints essentially use terrain to enforce a "natural" concentration of force. If the enemy must pass through a ravine or woods to get to your base, he will be spread into a thinner column. Although it may not create a perfect many-to-one relationship (i.e., single file), it's better than none! Take the time to build base extensions to chokepoints. Place your defenses just *behind* the chokepoint (where it widens out), so you have room to maneuver any supporting forces (but the enemy doesn't). Walls can be used just within the chokepoint to further slow the enemy and play havoc with his bullet- and APDS-based weapons.

> *Caution!* Your *APDS units will try to fire through your own wall to hit enemies within range. Also, your towers sometimes can't fire on units directly behind your walls. Use walls with care. Consider detailing a couple of grenadiers.*

Kill (or fire) zones are basically chokepoints without choking terrain—when constricting terrain is not an option or is too far away to reach. Set your defenses up along the path you anticipate (or have witnessed) AI teams to follow. They may change their route as you place more structures or move units they might be assigned to destroy, so when in doubt or there is flexibility, lean placement of defenses toward other areas you may expand into.

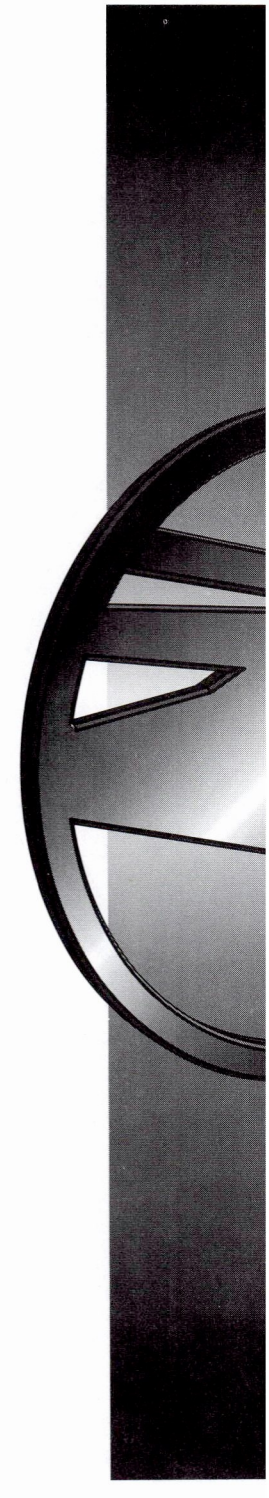
Chokepoints might seem far off, but intelligent placement of initial structures can move you across the map considerably (scout quickly!). When possible, deploy your MCY near (but not at) chokepoints. Terrain willing, this might also totally secure a large area of the map for your harvesting operations.

When extending your base with fencing, weigh the peace of mind from a strong chokepoint defense and large secure area against the cost of the fencing. Is the $300 for six links of fence worth easier kills and less base and unit damage? $300 is the cost of two grenadiers. Haven't you lost plenty of these brave souls defending your base in wide-field firefights already? You may find yourself extending out, or initially deploying, considerably closer to the enemy than before.

Consider having enough defensive structures to overwhelm the enemy. It costs approximately 40 percent of the price of a structure to repair it. If you have just enough defenses to fend off the enemy, you may be paying hefty repair bills that could have better gone toward another defender.

For seriously challenging scenarios, it is imperative for the GDI player to use more than one advanced tower per major chokepoint. A lone tower will be insufficient to stop the flow, and your money will be lost. Two towers will greatly increase your ability to take out enemies channeled by the chokepoint faster than your towers can be destroyed.

Nod's spire of laserlight is better able to defend as a single structure, although SAM support is likely to be needed. See how the battle fares and be prepared to plunk down another obelisk if things look, uh, uninspiring.

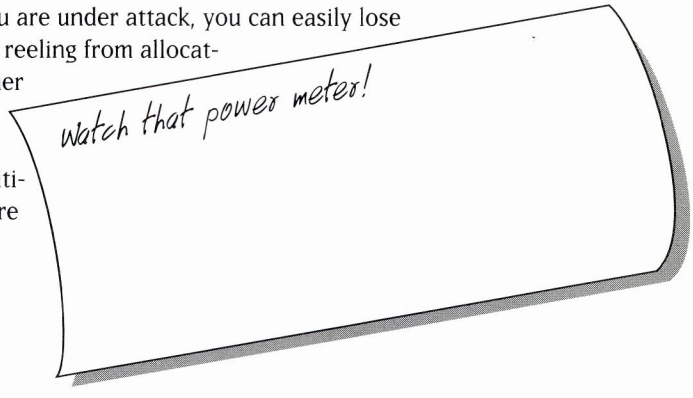


Other Basic Considerations

- As mentioned in Chapters 3 through 5, **put busy structures up front**. This applies especially to your refinery: Don't make life any harder on your tireless money-making bugs. The faster they bring in the cash, the quicker this untidy business will be over. The repair bay is in second place for up-front positioning, third goes to helipads, and barracks and vehicle facilities round it out. (Defenses, of course, are actually the most-forward structures.)

- **Room, room, room!** Leave plenty of room for your forces to maneuver through your base. In particular, leave at least a couple of map squares out front so your harvester can move about and, most especially, so forces can respond to attacks from another quarter.

- **Watch your power levels**. Running out of power can be very dangerous. Suddenly, your radar and some defensive structures **stop working,** *and* it takes longer to make a power plant. If you are under attack, you can easily lose your defenses and still be reeling from allocating so much time to another power plant. In extreme situations, be prepared to deflate (sell) some less-critical building so as to restore power immediately.



- **Watch your Tiberium levels**. No reason to dump perfectly good Tiberium on the ground! It's embarrassing to have HQ ask you whose side you're on. Silos give a good general indicator of how full your stocks are. Early in the game, though, before you make silos, one load of Tiberium can top you off. Unless you keep an eagle eye on your Tiberium level, or you are desperately low on it, consider making a silo as the first non-critical structure you get around to.

Penny Pinching

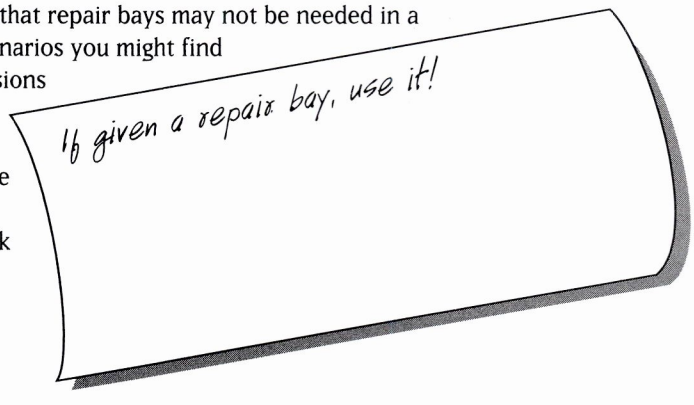
Here are some ideas to help you hold onto those precious Tiberium ingots.

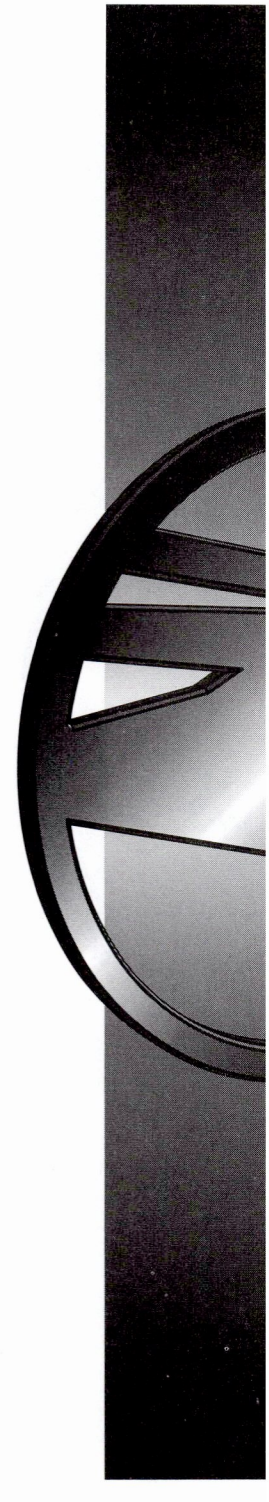
- **Sell unneeded structures.** Often enough, you'll start the game with more structures than you need, or later find some unnecessary. Silos are most liable to fall into this category, particularly if you are running low on Tiberium anyway. Don't deliberately make things just so you won't need silos, however; this defeats the purpose of trying to save cash. Make what you need; use what you make.

  Score is not affected by how long it takes you to finish a scenario. Often, if you are willing to wait awhile to regroup your forces or collect more Tiberium, you can conserve cash better. This choice would not be wise if the enemy is doing the same, however. *Time to go harvester hunting.*

- The **repair bay** is usually, but not always, recommended to be built. Two factors should be met to justify its cost: (1) There should be enough things to repair, over the course of the game, to make up for twice the cost of the repair bay. This is because the cost to repair the units must be factored in. Repair comes to about half a unit's cost, if the unit is nearly dead. (2) You will really need to use the units sent back for repairs.

  This balances out so that repair bays may not be needed in a few intermediate scenarios you might find easy, or in small missions where you have few units anyway. Repair bays will definitely be needed in advanced missions—best of luck with getting vehicles back alive.





- Using the same reasoning, **don't repair structures or units that don't need it**. This would generally be in smaller scenarios where you can easily win with a few injured units, or in a number of scenarios with damaged structures that might not be critical to repair. For most structures, the need to be repaired (or not) is obvious. Do you have enough of what you need in that category? Structures generally cost about 40 percent of initial price to repair from near-dead.
- Toward endgame, **don't make more power plants if you don't really need them**. Tiberium will keep just fine with the power down.
- You can build **one pad for all aircraft**, *if* you can stand the hassle of musical chairs to re-arm them all. This approach is not recommended for hot and hectic missions. Keep in mind that you are effectively reducing your airpower by this, which makes it a delaying tactic.
- As mentioned previously, **engineers** give you the opportunity to capture and sell enemy facilities that cost more than an engineer. This is especially cool when the enemy commander had other plans for the structure.
- For the coup de grace, you can sell all your buildings just before winning the mission. This would seem to defeat the scoring basis of the game, however, and I don't do it. I have no problem capturing, destroying, and/or selling all buildings possible that are owned by an active enemy, though.

SCORING

To score or not to score, that is the question.

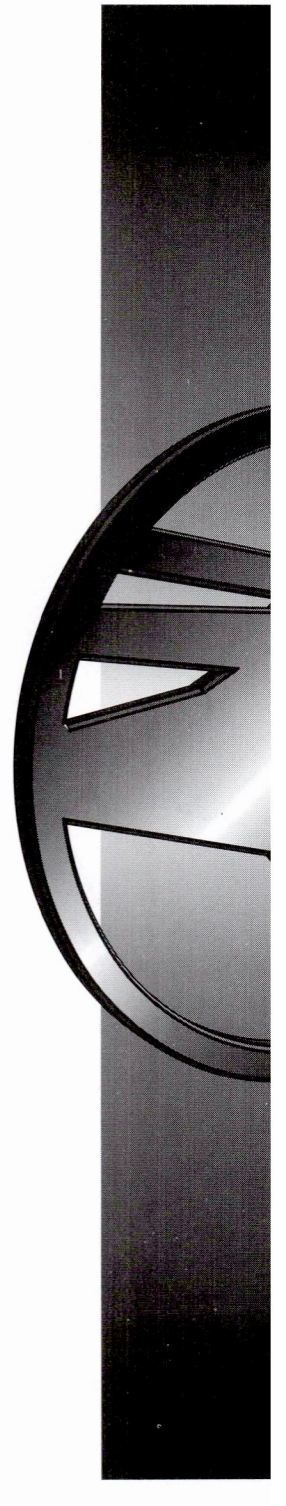
Scores are intended to give you a gauge to compare your finesse with that of other players. Actually, for the Nod player, it's very simple: Only winning usually matters. Kane doesn't care what it costs (in lives or Tiberium), just that you get the objective. Therefore, the Nod player usually doesn't need to pay attention to Tiberium spent or forces killed. He is, essentially, not scored.

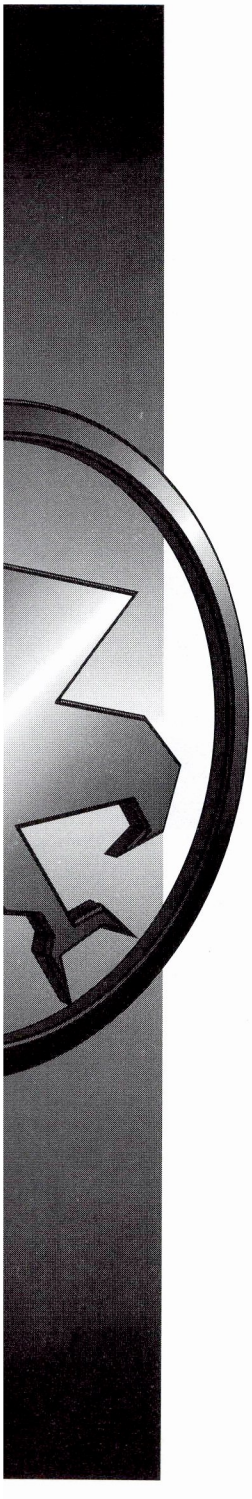
For the GDI player, the only thing scoring affects within the game is how much cash you bring from one game to the next—*sometimes.* For some missions, such as when the UN cuts GDI funding, the initial amount is fixed. (This includes, of course, zero!)

When money can be carried forward, it works like this: There is a guaranteed minimum you will get, to ensure you can get started. There is also a set maximum you can bring forward, to prevent your side from becoming an unstoppable military industrial machine. Your score moves a sliding percentage bar within these two extremes. Because there is a maximum for how much you can bring forward, there is also a point beyond which it makes no sense to collect more Tiberium (once all the fighting is over). You can test whether you have reached this point by saving your mission when combat ends and seeing what your score is, and then restoring the mission and collecting maybe 10 percent more cash. If your score changes, it's time to take a coffee break while the little harvesters inside your computer dutifully collect more digital cash crystals. That is, if you didn't get hooked on the next mission already...

For the GDI player, score is determined by how much Tiberium you have left (Efficiency) and how many units were killed and buildings destroyed (Leadership). This can lead you to pinch pennies and collect Tiberium at the end of the game, as well as to pull near-dead units out of the fray for the duration of battle.

Although score is mentioned throughout this book, the information is provided only in case you care. The game is, of course, lots of fun, whether you keep your eye on the score or not!





INTRODUCTION

Congratulations on your promotion, *Commander*. GDI brass has put a lot of trust in you to bring the boys home safely while stomping out the evil commonly known as Nod.

This section provides overviews and detailed strategies for each of the missions you will face when battling Nod forces in Europe. This information has been compiled from many sources, including:

- Maps of battlefields from high-flying satellites and spy planes
- Analysis of enemy strength and numbers from scouts in the field
- Strategies and tactics from other experienced GDI Commanders

The mission briefings assume you have read the general military strategies and tactics found in Chapter 6. The tactics are presented first to avoid excessive repeating of common approaches. Please refer to a particular page to find detailed information on certain maneuvers or ploys.

Although this information is complete as of the time of this writing, all battlefields exhibit a constantly changing landscape. Enough detail has been provided to help you navigate the battlefield and assemble forces to adequately challenge Nod. However, it is impossible to anticipate the new structures or units that Nod may build during an engagement.

Also, you should take the strategies for what they are worth, Commander. Each mission write-up provides a sound strategy for most players; however, your style of combat management may be different enough to make following the strategy details difficult. Use your best judgement and may victory be yours.

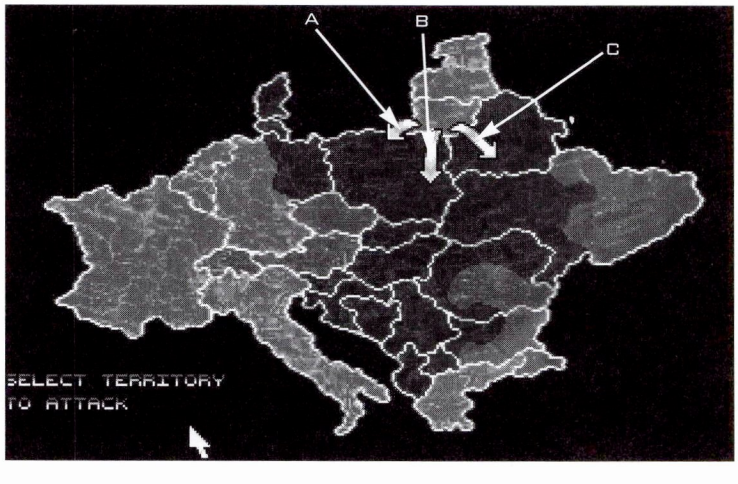
Mission Number Designations

GDI high-command has numbered and lettered each mission for easy identification. First, each mission has been given a number, in sequence, from 1 to 15. Second, whenever there are two or more areas of engagement from which you can choose, the individual areas have been lettered. The lettering scheme starts with A and proceeds through the alphabet.

Letters are assigned to areas from left to right and top to bottom.

As an example, consider Mission 4 where there are three different areas that you can attack.

The designation for these missions (from left to right) is 4A, 4B, and 4C. Maps such as the one shown here precede each mission write-up to aid in the identification of the appropriate write-up.



Mission 1: War Is a Beach

Mission Briefing

Intelligence has found a chink in Nod's armor at a fortified beachhead in Estonia. General Sheppard wants you to take a squad and establish a foothold on the beach.

Summary of Objectives

- Scour the woods clean of lurking Nod troopers.
- Destroy all three turrets along the beach.
- Establish a GDI foothold in Estonia by building a base.

Accomplishing Your Mission

First Moves

The three Nod turrets along the beach are considerably heavier than the light forces you're unloading on the beach. *Immediately* target your gunboat on the turrets, so the boat captain doesn't lose any of the precious time he could spend throwing your only heavy weaponry at them. This is an example of maximizing weapons advantage. Start with the turret nearest the troops, and walk gunboat targeting down the line of turrets. You probably won't completely

destroy any of the turrets, but you should be able to put a real dent in all of them. Don't even bother sending any ground troops against them until the gunboat is sunk or stops patrolling—no reason to send more troopers to their deaths than you need to!

The best way to clean out the woods offers another example of maximizing weapons advantage. You need *only* your two Hummers to clean out the entire forest. They can see, and fire on, Nod minigunners before the minigunners can do the same. Keep your Hummers out of range of the turrets, and always focus both of them on one infantry unit at a time, even if two are shooting at you. It's easiest simply to rove through the whole forest with both Hummers selected. There's no race against a clock in this scenario, so don't sweat it. You should be able to clean out the woods with both vehicles at half strength or better.

During this period, two Nod infantry soldiers will slither down the beach and stroll into your staging area. If your Hummers are clearing out the woods and the rest of your soldiers are just standing around (along the right side of the clearing, out of range of the turret), your loitering troops should easily dispatch the pair of Nod interlopers, without any help from you. (Moving your soldiers toward them could put your own troops within range of turret fire.)

Hummers have better range than Nod minigunners.

After the Hummers have cleared out the woods, round up all your forces (except the MCY) and take a waltz down the beach. If the gunboats haven't finished off the turrets, focus fire and destroy each turret in succession. Keep *all* your forces selected and keep the focus on each turret, in sequence. Once the last one is destroyed, the mission's over. (There's nothing up the little ravine on the west edge of the map.)

You've secured the beach for the forces of Good. Pin a gold star on that EVA operative!

What about the MCY and Making a Base?

As it turns out, you don't really need a base. Feel free, of course, to deploy it and experiment with a base, if you like. But if you pursue the mission as above, you should be able to neutralize Nod forces without any more equipment; indeed, only a few of your initial troops will go home in boxes. Because you won't use any Tiberium, your efficiency score will be 100 percent, and General Sheppard will be duly impressed.

Still, it is important to know how to set up a base in general, due to its importance throughout your engagements with Nod. Here's how to do it for this scenario. And, if you're having trouble conquering Nod in this engagement, building the base should provide you with more than enough minigunners to do the job.

First, make sure you have cleared out some of the surrounding woods so your base will not come under immediate attack. Minigunners (both yours and

Try a bit of empire building.

Nod's) have very short sight range, so you just need to be sure you haven't seen any Noddies in the woods immediately surrounding the clearing. Also make sure you have a small group of troops ready to respond to any Nod units that may come knocking. If Nod forces start coming out of the woodwork as you prepare to deploy, wait until your troops can kill them. The MCY is a critical piece of equipment; until you have a feel for how the equipment works, it's more important to learn how to respond to threats and secure an area than to try rushing headlong into making a base that might be in substantial danger.

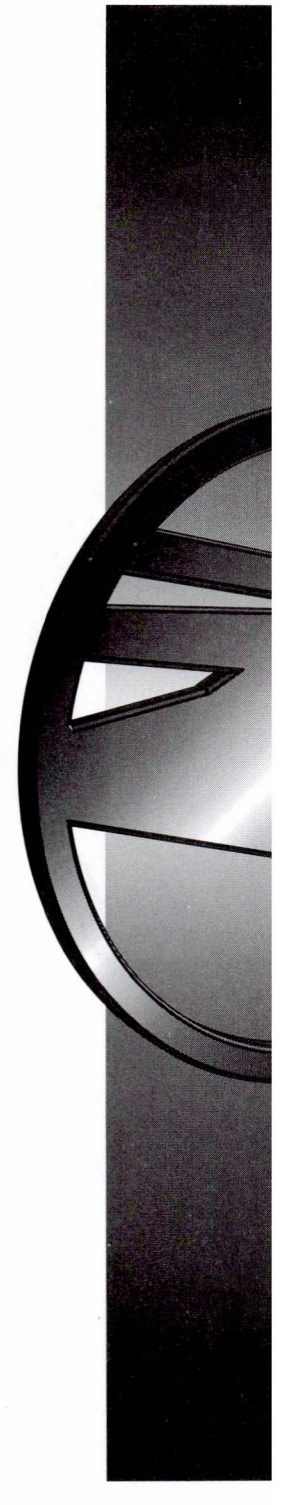
Deploy your MCY a little bit (maybe two MCY lengths) into the clearing. Do not get too close to the Nod turrets. They will fire upon both your MCY and your construction yard when built. Keeping the construction yard repaired while destroying the turret can be an expensive project, although minor damage to the yard need not be repaired. (See Tips for Conserving Cash.) After your MCY is deployed, put up a power plant and then a barracks. Keep your minigunners out of the turrets' range until it's time to attack the turrets en masse.

MCY has no weapons but can effectively bulldoze troops.

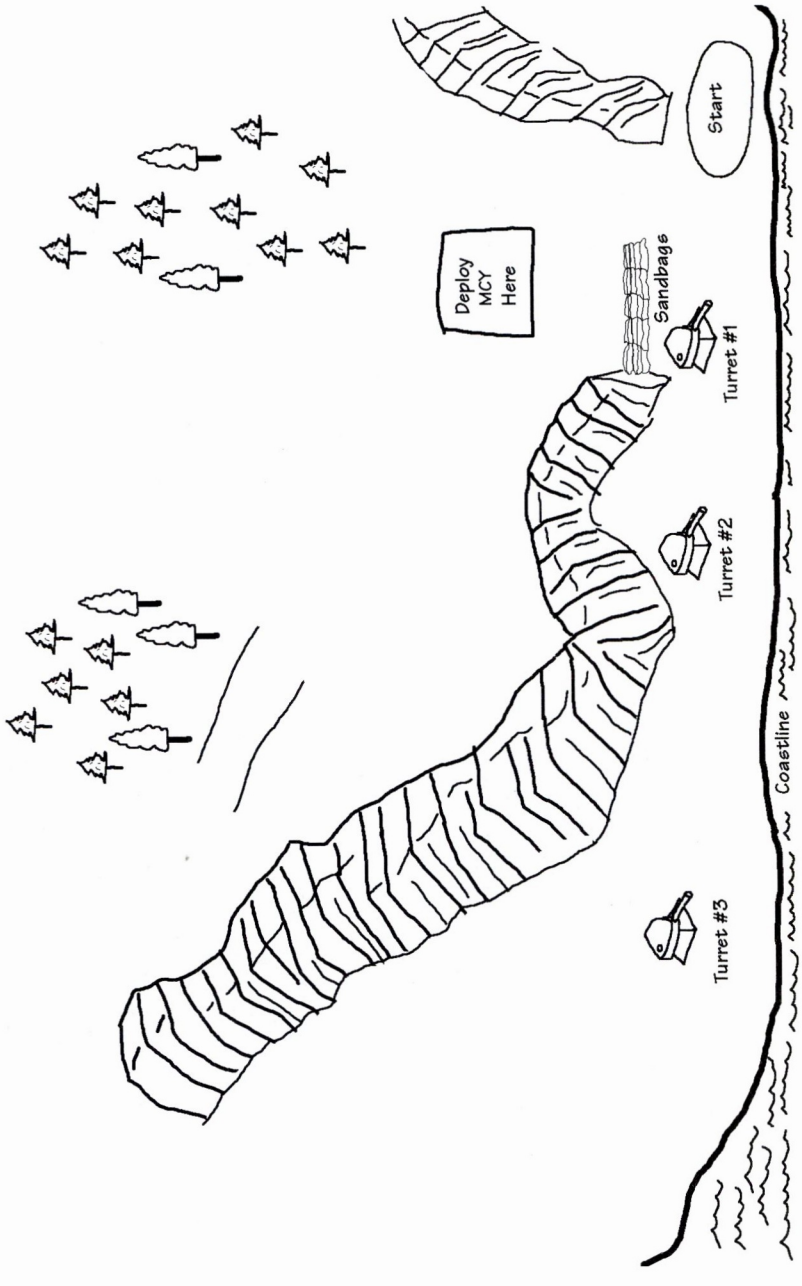
In keeping with general base design principles, put "busy" structures up front. The power plant should be placed below or to the right of the construction yard, and the barracks to the left or, better yet, above the construction yard. This way, new troops emerge a little closer to the fray. See "Military Strategies and Tactics" (Chapter 6) for more on base configuration. For Mission 1, though, there are actually so few structures and such a small map that precise placement is not that important.

Turrets can shoot much farther than mini-gunners.

If you have trouble winning this engagement, pour minigun infantry out of the barracks as fast as you can—the credits aren't needed for anything else this scenario, unless your base comes under attack and needs repair. Although your efficiency score will be reduced, you'll get a minimum number of credits to keep your operation rolling next mission, regardless. See "Maximizing Your Score" in Chapter 6 for more information on keeping score.

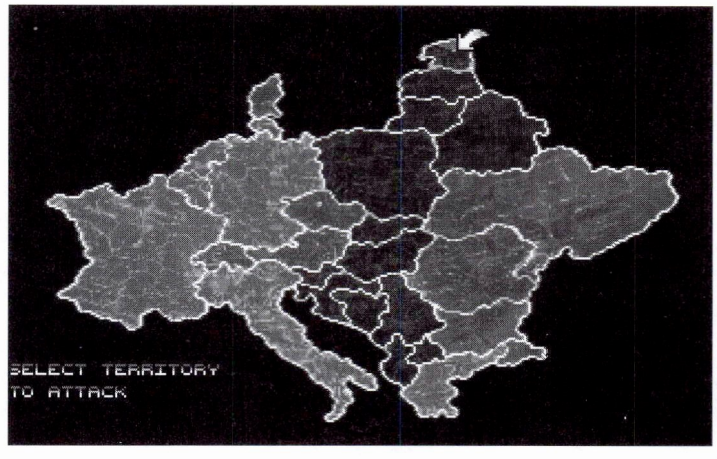


Mission Map: Mission 1



Mission 2: Save That Base, Mister!

GDI Mission 2



Mission Briefing

Along the beach near Parnu, Estonia, Nod forces have surprised the GDI outpost. They're pouring in from all sides and things are looking grim. Save that base, and neutralize the Nod threat!

Summary of Objectives

- Kill all Nod units.
- Destroy or capture all Nod facilities.

Accomplishing Your Mission

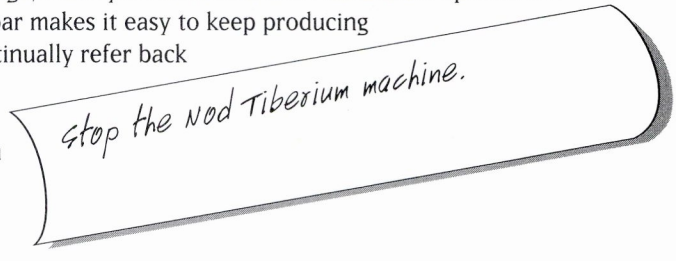
In general, this is a slug fest. A primary consideration, as always, is to *deny Tiberium* to the enemy, as quickly as possible.

The Long Way

Build your forces and expand outward, responding to threats as they arise.

The Nod harvester is working a field on the west edge of the map. It can safely cross up and over to return to the refinery in the Nod encampment in the upper right of this small map. Beware the mighty harvester, death to infantry. You could try to take some troops after it, but it will eat them for lunch. The harvester is defenseless against a Hummer, but Nod will send reinforcements that will easily destroy all three of your Hummers if you try to take the harvester at the start of the scenario. Don't waste time worrying about destroying the harvester; go for the refinery.

Build a large force to the north of your base. Keep cranking out minigunners full time. When you have a dozen or more, begin heading north. Concentrate fire on anything that moves. Keep the Sidebar up, and keep pumping fresh bodies out of your barracks. Don't jump back to grab each new minigunner, though; focus your attention and round them up after several have been made. The Sidebar makes it easy to keep producing troopers without having to continually refer back to the base. Protect your engineers; keep them well out of the way of action until they can make a dash for important Nod structures.



In time, you will slog your way to the Nod base and capture or destroy the refinery or harvester. Once Nod has no new credits, it's a matter of wearing them down. Capture or obliterate anything non-GDI, and get a pat on the back from General Sheppard.

The Short Way

For the quickest kill, just move fast and be sure to capture the Nod refinery before the harvester makes it back the first time. As above, build a decent force as quickly as possible, north of your base. Once you've reached a good size (12–15 infantry and your Hummers), tell them to move north, with your engineers following a bit behind. Concentrate on clearing a path up the east edge of the map ASAP; keep moving and don't get bogged down tracking Noddies that run away. Connect with the Nod base and use your massed forces to make a path for your engineers. Capture the Nod refinery and cut off its input. Moving fast, you can do this before the harvester shows up.

For a slick move, save your scenario and try to capture the refinery while the harvester is unloading. (Be careful not to fire on the harvester, or it'll squish all your troops.) It takes patience, but if it works you'll also capture the harvester. Then you'll have this mighty beast killing Nodheads for you and collecting Tiberium to boot! You know your plan has worked if the harvester turns from red to yellow—and you immediately start getting the credits for the load it just dumped!

All out for the Nod refinery!

This changes the face of the engagement somewhat; now you'll have an embarrassment of riches and need room for all that Tiberium. Move your second engineer up the right side of the refinery and capture the silo there. Concentrate force on the foot soldiers coming out of the Hand of Nod; there won't be too many, as the Nod commander will soon run out of cash. When it's safe enough, capture the second silo. There will now be some stragglers to clean up, to the west and southwest of the Nod base.

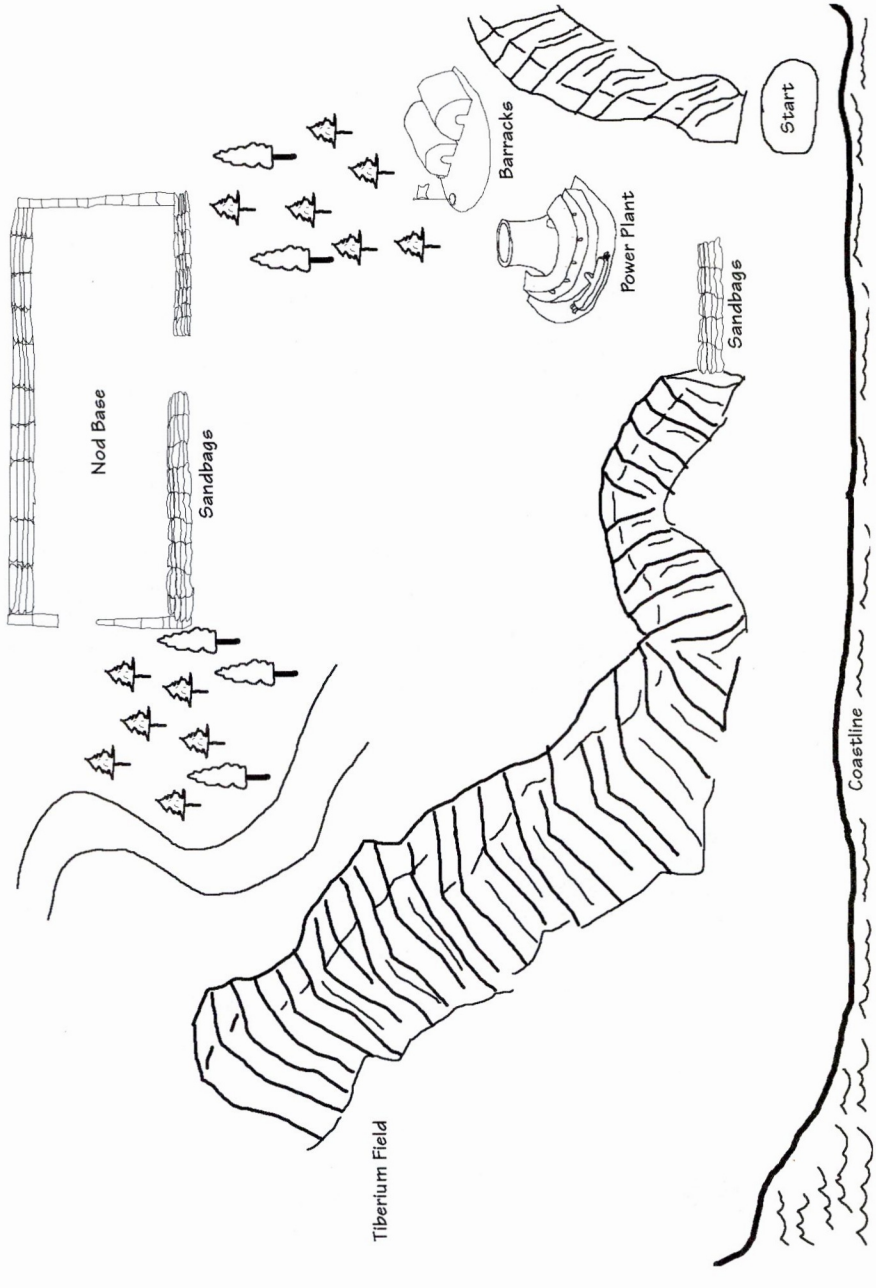
Make the Nod harvester a turncoat!

With this approach, don't keep pumping out minigunners endlessly once you begin moving north. When the Nod base is neutralized, you will need only a handful of troops to clean up. Make the minimal number of minigunners needed for this. Although in general you will be moving new minigunners north, keep a few behind to guard against a small team of Nodheads that are likely to come at your base from the southwest shore.

Any way you cut it, you can substantially reduce Nod's punch in this scenario by getting to the refinery and stopping credit influx before the Nod harvester can unload.

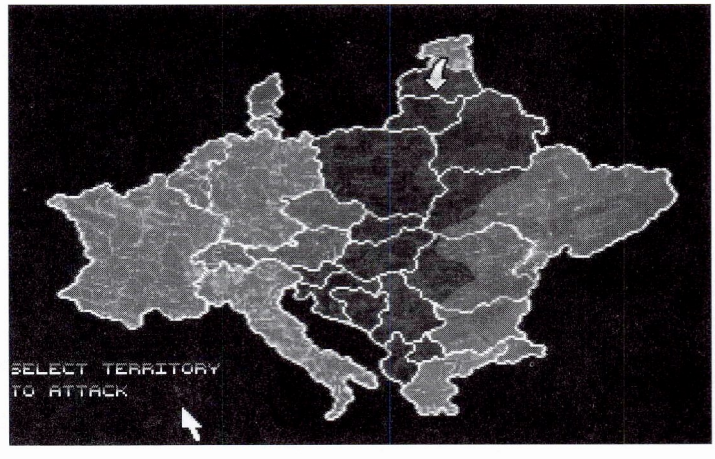
A fourth Humm-vee may be deployed if you attack the harvester with infantry.

Mission Map: Mission 2



Mission 3: Fry the Friendly Skies

GDI Mission 3



Mission Briefing

We've found a Nod refinery in Latvia. It's scooping up Tiberium and parts of Eastern Europe, to boot. It's time to mix and match some new units, and put a little heat on the Noddies.

Summary of Objectives

- Knock out the SAM sites to gain air support.
- Utilize air support to help neutralize Nod units.
- Destroy or capture all Nod facilities.
- Kill all Nod units.

Accomplishing Your Mission

This is another slug fest, but now they're getting quite interesting. There are quite a few toys, and the mission is ruled by the usual primary consideration: Deny Tiberium as quickly as possible.

The Situation

You've been plunked down in a field in Latvia with nine light units, one MCY, and a fistful of money. Turn these materials into a fighting machine.

There are Tiberium fields to the north and to the east, and there's a large plateau to the northeast that is difficult to get to. Nod is harvesting a third Tiberium field up there, and their medium-size base is to the north of the plateau, against the top edge of the map. Four SAM sites dot the map, none very close to the Nod base.

You have several new toys for this engagement: grenade infantry, engineers (the first time you can make them), and, of course, Morelli's red-hot air support.

An AI Nod operative will respond to any threats fielded against Nod SAM sites or the Nod harvester, and a pack of sentries are just waiting for you to try to make it onto the plateau.

Choose your poison, Commander!

Lots of Tiberium here!

Opening Moves

Get your base rolling ASAP. As a little scouting will reveal, you're not in immediate danger. You can plunk down your MCY right where you are and make a power plant and then a refinery. You could make a barracks before the refinery, but GDI HQ generally prefers getting your harvester out there, collecting cash, as top priority. (Just be sure to keep a few troops at home until your barracks is going, in case Nod comes sniffing around.) Make the refinery and barracks successively toward the center of the map (i.e., keep placing to the upper right), so

they're closer to the action. As soon as the barracks is erected, start cranking out minigunners or grenadiers (see below), and then shop around for a nice communications center. Thereafter, simply add more silos and power plants as needed.

While you build your base, send a Hummer up the east (right) edge of the map, and you'll see a big Tiberium field surrounded by impassable terrain. This is quite safe grazing ground, except for a small team of Nod infantry that may venture there once during the engagement.

Sending a Hummer along the bottom edge of the map will reveal another big Tiberium field. This one's not quite as safe from Nod encroachment, but it's safe enough. Moving some of your infantry to the northeast (up and to the right) will outline the plateau that is a major topographical consideration in this engagement.

Remember that collecting Tiberium is top priority.

Balancing Your Forces

This mission gives you a choice between two infantry types: the minigunner and the grenadier.

You've already met the minigunner. We appreciate the unabashed bravery of these fearless chaps, but they carry the lightest weapon on the battlefield. Counterbalancing this, they are quite cheap.

Now meet the grenadier. His grenades do twice as much damage and can reach half again as far as a minigun, but they take four times as long to "reload" (see Chapter 12). Grenades also differ significantly from bullets in that they have the potential to do much more harm via collateral damage.

Keep troops clear of grenade explosions!

Grenadiers are great against unmoving targets, especially large groups of them. But if a target moves toward your forces, you are at high risk of fratricide (killing your own troops) through collateral damage. Thus, grenades—and all explosive weapons—require careful use. Don't fret too much: Battles in the real world resort to multiple safeguards to prevent friendly fire. See "Military Strategies and Tactics" (Chapter 6) for more on how to treat explosives with respect.

As explained in Chapter 6, a good way to keep from fragging yourself is by liberal use of the Pre-selected Groups function. Put together a swat team of at least five minigunners and a few grenadiers (the more of either type, the merrier). Designate all the minigunners on one of the Ctrl-# function keys and all the grenadiers on another. Then, move and target the group

Better to use grenadiers and minigunners jointly.

as a whole, and if enemies get close to the group, move your grenadiers away and have your minigunners kill the encroachers. (Be sure to move the grenadiers far enough away that they don't stop and lob grenades on the Noddies that are playing *Twister* with your minigunners.) With grenadiers alone, you're out of luck if an enemy advances on your group; with minigunners alone, you miss the range and collateral advantages of grenades.

> *What Westwood is providing here is a miniature primer in* combined arms tactics. *With C&C, it's easy to send digital soldiers to their death if you don't want to bother with some extra work. In the real world, it would be insane to send troops to the front armed only with grenades, or to wage war only with mortars/artillery. Grenadiers are C&C-scale mortar crews, and it's no fun calling down arty on your own position!*

> *Still, if this approach sounds too much like work, have no fear. If you're not running out of credits (and you shouldn't be in this scenario), just do human-wave overkill, and close your eyes when the Score/Casualties screen comes up! Seriously, with a little bit of restraint* and *some luck, there may not be many self-kills, if you don't want to bother with pre-selected groups.*

Cut His Air Supply

On the central plateau, Nod's harvester is busy gathering money for your destruction. You've been working for GDI long enough to know this is not cool.

As soon as you get your barracks going, put together a battle group of 12 or more mixed infantry, and head for the plateau. Leave the Hummers behind, but group them at the foot of the pass so they can advance quickly later. Leave at least four infantry divisions at your base to defend against a few small Nod crews that are likely to come skipping down the lane.

Here's the lazy way out.

Take the pass through the rocks to the northeast of where you started. Use at least a few grenadiers, so you can kill the rocket infantry (a.k.a. rocketeers) guarding the pass as you walk up the incline. Keep on your toes; there are a number of hit teams criss-crossing the map in this mission.

Destroy the rocketeers guarding SAM site #1, and scout to the northeast. As soon as you have sighted the Tiberium field, and the area is relatively secure, call for the Hummers. Keep your Hummers guarded behind your infantry until you sight the Nod harvester, and then let the harvester have it! This is what you've been saving the Hummers for. But keep your infantry well out of the way, or the mighty harvester will have its way with them (*splat*).

Use Hummers in a sneak attack.

The infantry should be screening for anything that tries to defend the harvester and attack your Hummers. In this role, they need to be above and to the left of the harvester, and risk coming within range of turret #1. Things are a bit dicey here, but getting that harvester is important. The harvester may make it back home to unload once, but don't worry; it will blithely stroll back to the Humming jaws of death after dumping its load. And if it happens to be almost dead when it starts heading back, why not risk mass infantry splat and party on the harvester's head? Look at it this way: the 700 credits the harvester's hauling back could buy the equivalent of 7 minigunners; if you're sure you can take out the harvester, that's a rough "break-even" gauge. Keep in mind, though, that the harvester is quite durable. It really better be almost dead, or your impetuous fools will be totally dead!

SAM I Am—Dead!

After you've destroyed the mighty harvester, say hello to Nod's friend SAM.

There are four SAM sites, all guarded by rocketeers. Take a large force with at least a few grenadiers. If you want to do this carefully, peel off a few grenadiers and come at the SAM sites and their rocketeers from different angles, to minimize collateral damage from their rockets. Or, just send in a mass of troops and wipe out the rocketeers, along with a few more of your own units than you would have lost.

Once the Nod rocketeers are out of the way, destroy the SAM sites by setting down a half dozen or more units, preferably 10 or more. The large number is needed because you have to inflict damage faster than Nod can repair it. As the weapons chart (Chapter 12) shows, minigunners are actually a better choice than grenadiers. This is a somewhat specialized action that delineates differences in the units: The SAM site isn't going anywhere, so range doesn't matter. Otherwise, minigunners deliver more damage per unit time. Of course, grenadiers can also be used. They can also help out if Nod reinforcements drop by to see what the ruckus is.

Mop Up, a.k.a. "Napalm Is Your Friend"

After the SAM sites are blown, Colonel Morelli will fly the friendly skies.

If you haven't seen it yet, the Nod base is located along the north edge of the map, in the center. Tell your flying fryers to drop some heat in this general area, and it will give you a visual. Air strikes drop heat in a wide circling swath, starting slightly before the targeted area and then circling back around to the left or right. Newly made Nod infantry may be hanging out near the Hand of Nod in the upper left of the base. If you've seen turret #1, starting a napalm run just to the upper right of it will catch that turret and then spill over into the general area of the base likely to have Nod troops. Wherever you see troops massed, though, go for them. Napalm is living hell on infantry (or should that be dying hell?).The Nod commander will be producing troops at the Hand of Nod, and may or may not have sent them on missions. Napalm is bad news for structures, too, although Nod will be able to repair structures until their credits run out (which shouldn't take too long).

The one sore spot of this mission (aside from the scramble for the harvester) is that turrets are not

Have some fun with napalm!

affected much by napalm. So, once most of the rest of the map has been scouted and cleaned out, amass your forces and focus fire on the turrets. The team(s) used to destroy the SAMs should be more than enough to destroy the turrets, assuming you have fried most of the Noddies at their base. If you really want to maximize your score, however, break out a deck of cards and play solitaire while you let the A10 fry up some turrets and anything else that moves.

Speaking of solitaire, it will take a little while for your harvester to clean out the large Tiberium fields of Jelgava. Keep an eye on your silos. If Nod has been neutralized and all the map visualized (to make sure there are no more roaming Nodheads), there is no need to make another power plant to keep the radar map on, once the additional silos drop your power below 100 percent. Don't lose Tiberium by having insufficient storage space; learn how to watch your Tiberium stores.

The time it takes to complete a mission does not affect standing.

What about the Engineers?

You are welcome to use engineers to capture Nod structures in this mission. Score-wise, however, engineers are not recommended. It costs 500 credits to deploy them, and you can easily complete this mission without them.

Watch for low storage space.

Trying to rush an engineer into the Hand to stop new units from pouring out will probably be a losing proposition, as (1) Nod can only make a fixed number of units once you destroy the harvester, and (2) you're likely to lose a number of troops storming the Nod base at this point in the mission, only to find the Nod commander has made all he or she can by the time you fight your way to the base.

Don't make expensive engineers if nothing's gained.

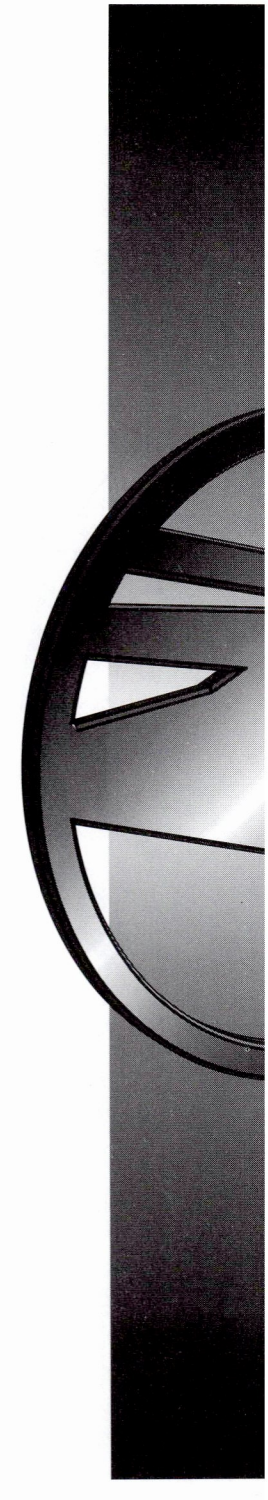
Capturing the refinery will make it a little easier for your harvester to unload Tiberium from the plateau, and when its usefulness is up you can always sell it and earn twice the amount of credits that the engineer cost. The only cost effective use of the engineer is to capture expensive structures. When the structures are sold they create Nod infantry, including other engineers at times, and more than pay for the expense of the engineer.

Wrap Up

We've outlined a particular approach for neutralizing Nod in this sector ASAP, but if you've become skilled at C&C, you know that in fact there are any number of variations by which to win this scenario, most of which amount to massive overkill using the large amounts of Tiberium found in Latvia. Don't take these ideas too seriously. As in any good battle, there are 101 ways to kill the cat. If you've found a quicker or easier way to the kill, let your friends know—preferably the hard way, in a multiplayer engagement!

capture only high cost structures.

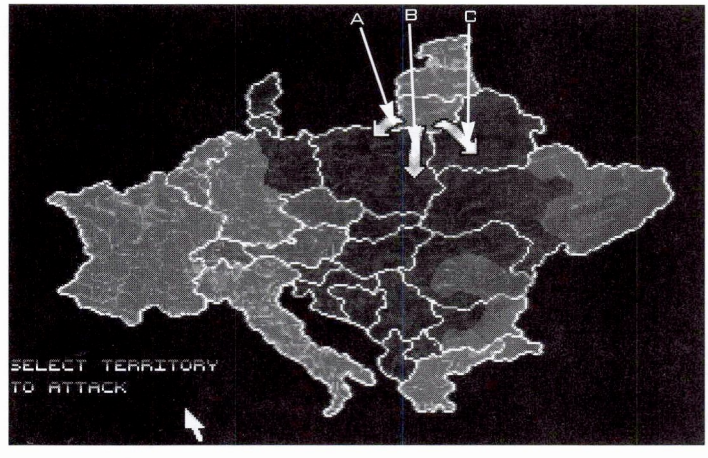
In this mission, you've learned about combined arms strategy and had some fun frying Nod hostiles from on high. Take your skills on to the next mission, Commander, because you're going to need them.

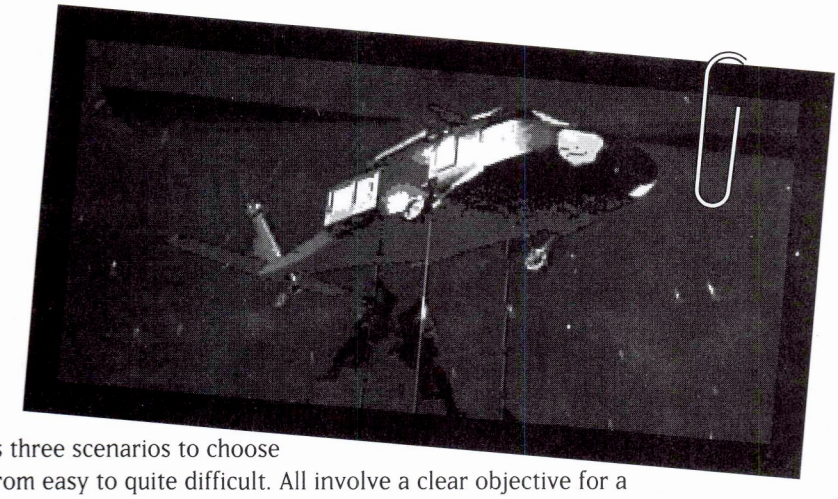


Mission Map: Mission 3

Mission 4: A Few Good Soldiers

GDI Missions 4A, 4B, and 4C





Mission 4 offers three scenarios to choose from, ranging from easy to quite difficult. All involve a clear objective for a small set of units.

In Mission 3, you kicked Nod out of Latvia, and now you are presented with three arrows from there: an arrow southwest to Gdansk, Poland; one going due south to Byelistok, Poland; and one going southeast to Bobyrusk, Belarus.

The southwest and southeast scenarios have the same objective, and both are a challenge. The southern scenario (Byelistok) is quite easy. Depending on whether you choose the western or eastern route determines which missions you have to choose from in Mission 5. (The Gdansk and Byelistok give different choices than Bobyrusk.) Try playing the missions in both directions to see all the possible missions.

We'll cover Byelistok first, very briefly. Then, we'll spend most of our discussion on Gdansk and Bobyrusk.

Save scenario just before finishing Mission 3 to pursue all three Mission 4 scenarios.

Mission 4B: Byelistok—Town Under Attack

Mission Briefing

The town of has been targeted for a terrorist attack by Kane and his minions. Numerous common folk are about to die. Your skills are needed, Commander. Turn on your EVA interface and defend the Free World!

Summary of Objectives

- Protect village and its citizens against Nod forces.
- Kill all Nod infantry and destroy all Nod vehicles.

Accomplishing Your Mission

If you've built up adequate battlefield skill in the previous missions, this one should be a pushover. Keep your forces together for the most part, and then just focus and fire on anything that's not civvie (civilian).

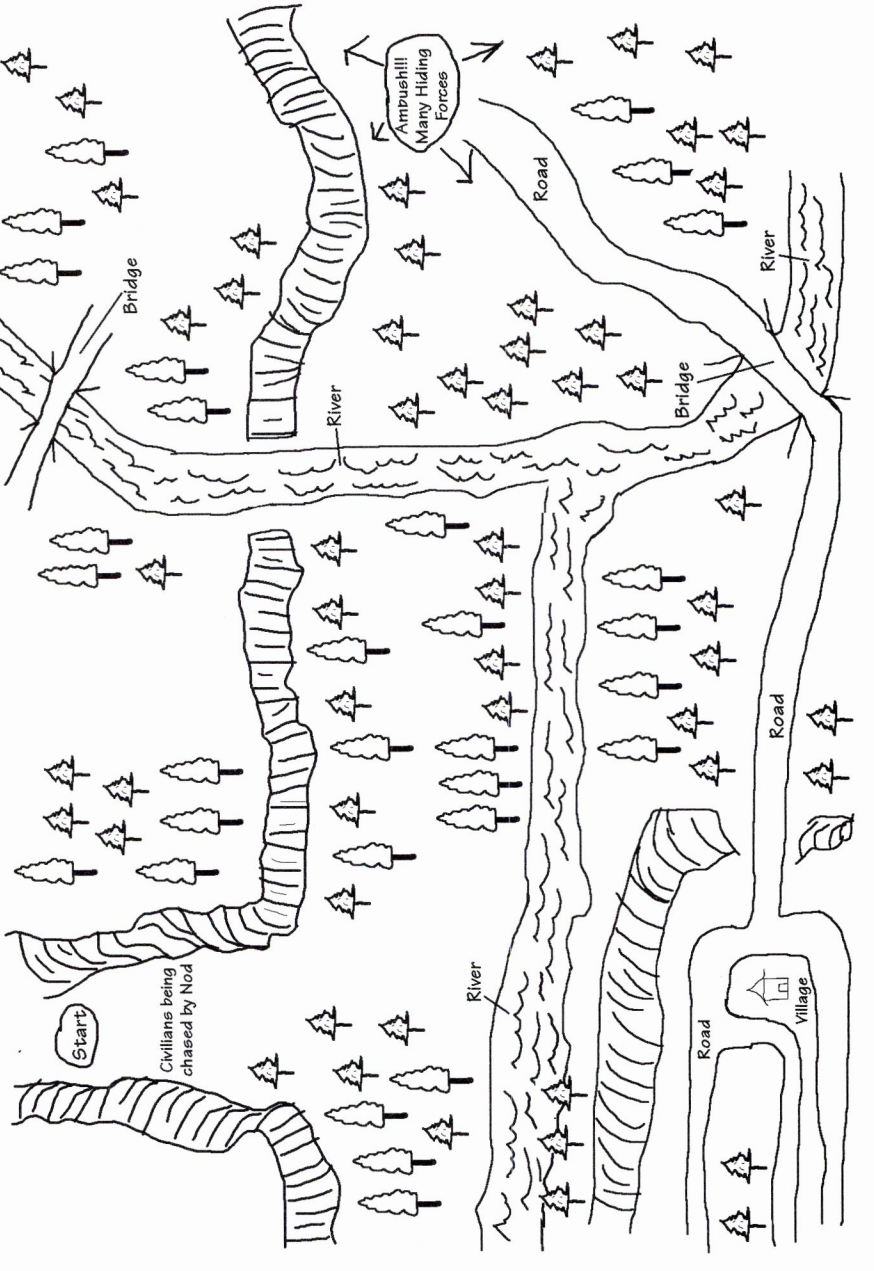
Your first priority is to find the targeted village, and get there before the Nod terrorists start mowing down civilians. You can just roam around the countryside hunting for Nod units, but you better get used to the screams of the innocent victims.

To save those civvies, make a bee-line for the town. The town is just south of your starting location, but it's on a plateau that forces you to take the road south, then east over the river, then south over the bridge. This sleepy village is the Nod target, so that's where you'll find them. That bridge is the only way into town, so after securing the village, order units to hold that bridge. After you've wiped out the attackers and the Humm-vee reinforcements arrive, feel free to scour the map, eliminating all those nasty Nods.

Move southwest and into the town. Nod will send several units after. When you're in town you will receive reinforcements to the tune of two Hummers and an APC loaded with grenadiers. You should have plenty of units left over when it's done. Send Kane a message about how you view his tactics—and get a big hug and kiss from a grateful villager of your choice, on your way out of town.

Pay attention to keep from slaughtering civilians.

Mission Map: Mission 4B



Gdansk (4A) and Southeast Bobyrusk (4C)

Mission Briefing

For the southwest Gdansk and southeast Bobyrusk variants, your orders are the same: Nod has ambushed a GDI convoy and hijacked a large supply of activated pellet rods, an important ingredient of nuclear bombs. Sheppard's still offline doing civvie time, and Morelli knows we have to act before Nod can airlift the crate of rods. Take a small force into the Nod camp, and *get those rods*!

Summary of Objectives

- Make your way toward the crate, avoiding or killing units along the way.
- Use APCs wisely to conserve your soldiers.
- Get to the crate of rods and pick it up. (Easier said than done!)
- It is *not* necessary to kill or destroy all units or structures. Only the crate matters in these two variants.

Accomplishing Your Mission

The Gdansk scenario is no pushover, but can be fairly readily won by careful tactics. In the Bobyrusk scenario, however, your small team must run a certifiable gauntlet of machine guns and missiles.

General Approach

Both variants give you a Humm-vee and two APCs. The Gdansk scenario then provides six minigunners and six grenadiers, whereas the Bobyrusk scenario gives you five of each.

The sketch maps show the recommended routes to take—recommended because you want to get in and get the crate ASAP. Explore the map at your own risk (or from a saved scenario);

any hits you take will reduce the precious forces you have to storm the Nod base where the crate is.

Because forces must be conserved, it can be very helpful to use the *loss-leader approach* with these two variants (see "Military Strategies and Tactics"). We'll detail some specific tips for the scenarios below, but let's look at this tactic again.

Loss leaders are used against those pernicious Nod rocket infantry (a.k.a. rocketeers) that can put a nasty wallop into an armored vehicle or hurt a big group of infantry through collateral damage. A direct hit by a single infantry rocket can knock a third of the strength off your Humm-vee—not good news when you have a dozen or more rocketeers to get through.

watch out for those rocketeers!

When faced with more than one rocketeer, pick out a very small forward team of two or three cheap, minigunner infantry to send first. These "loss leaders" will bring shelling down on their position. Have everything else waiting just out of range, to swoop down once the rocketeers start shooting at the leaders. As soon as the forward team starts moving, select everyone who will be taking part in the action (including the forward team), so they'll be ready to advance on the targets the instant the shelling begins.

use grouping ctrl keys to combine support forces.

The rockets shot by Nod rocketeers are not very effective against infantry, and having a small group soak up the hits means less collateral damage. More than one soldier is needed in the forward team, because if there is only one, that soldier is likely to be killed quickly. If you like the loss-leader approach, you can make it a habit to immediately select everyone as soon as you send the forward team on their way.

For optimal outcome, keep your grenadiers on their own pre-selected group, and pull them back if enemies get close enough to your forces that you could hurt yourself. Better yet, if other Nod targets are advancing on the scene, simply retarget your grenade infantry on them. And consider scattering your forces (use the X key) if rocketeers that you can't immediately target start beating on your party.

use the X key to scatter forces.

Also consider pulling any near-dead units out of any fray, if you're watching your score. They have little left to contribute and will only detract from your leadership score if killed. They can always be used later, if things get desperate.

Climb into an APC

The Restate objectives for both missions are the same and end with:

> use new APC to strategically transport infantry through Nod forces.

Your beleaguered teams will definitely find the APCs useful, although just as much for the additional heavy MG (machine gun) as for troop protection.

At numerous points along your path will be lone Nodheads. Use the targeting cursor to look for hidden troops. You can do some of your traveling with your soldiers loaded in your APCs. Simply target the guns of the vehicles on these lone sentries and wave good-bye.

When you come upon a moderately sized force for these scenarios (one buggy or two to three soldiers), try to prep ahead of time by (1) pulling two to three grenadiers out of your vehicles and (2) getting your vehicles and grenadiers approximately abreast, so they can advance and all open fire at the same time. If you want to be most exacting, use a couple of minigunners as loss leaders and/or put grenadiers on their own pre-selected group, to pull them out or retarget if enemies get close to friendlies.

Gdansk (4A): Assured Victory for the Effective Leader

With Gdansk, there will only be light opposition until fairly close to the base in the upper-left corner (see tactical map). Take your 15 light units up the road northwest and then west over the river, and then follow the road northwest again (don't take the spur due north that quickly peters out). Use your special enemy sensor (a.k.a. the cursor) to look for lone gunmen hiding in bushes. Once you reach an open field, you're almost at the base.

Deploy and consider practicing a loss-leader tactic. There will be a set of rocketeers just south of the base, or rushing out that way to say hello. Past that will be a light Nod tank. Be careful of the tank, as it is likely to squish your troops if they get in its way. The Nod tank will squish troops rather than fire upon them—especially if there are no GDI vehicles for the tank to worry about.

You can try to reduce the chance of tank advance by moving an APC (that's in good shape) into the river ford right at the mouth of the base. If you get there fast enough, this barricade will keep the tank bottled up in the base. But it's also likely to lead to your APC getting shot up quickly and needing to be pulled back. It's hard to coordinate your soldiers (primarily grenadiers) to get in firing position for the tank, after just having recovered from the forward Nod rocketeer team and with the tank likely maneuvering along the opposite edge of the river. With careful strategy and some luck, however, you can often complete this scenario with no squished soldiers (although several are likely to die).

Bobyrusk (4C): Victory Is Assured for No One!

The Bobyrusk scenario is a true challenge for brave EVA operatives. Your mission is to take 12 light units down a very long gauntlet of minigunners, rocketeers, buggies, and even a tank, and then pick up a crate.

Obviously, you want to load all your troops into the APC to cross over the Tiberium field due north of your insertion point. Then, take the road heading east (don't turn north) and follow it all the way around, almost back to where you started.

At first there will be a minigunner or two who thinks he's cool, hiding in a tree. Wipe the grin off his face with your vehicle's MGs. Then things start getting more interesting: dune buggies around corners, and then groups of rocketeers around corners. Then you'll encounter a *big* group of rocketeers around a corner, followed by a tank. If you've lived through all this, you're almost home—hope you've got enough oomph for the final "Sayonara dune buggy" and two more minigunners! Did I forget to mention a few rocketeers up on the hills?

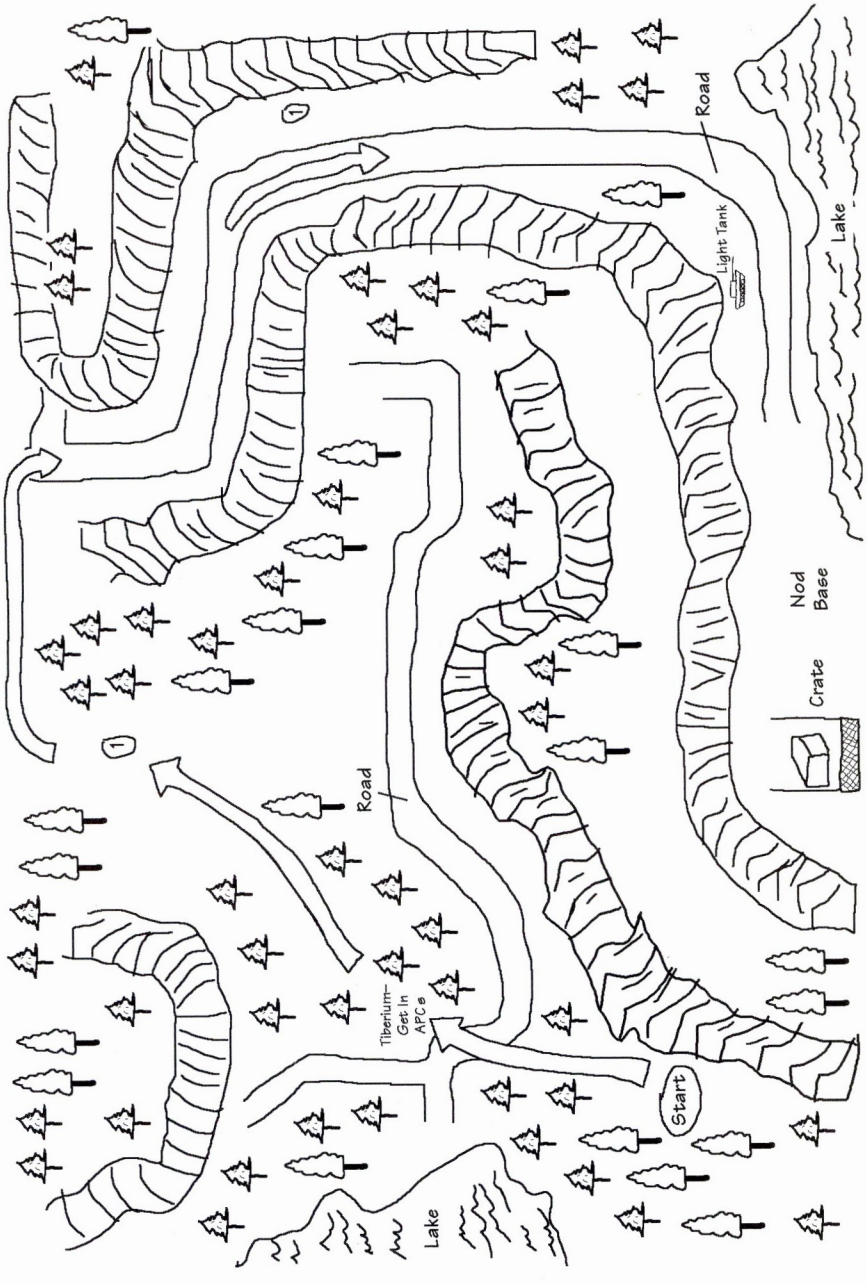
There aren't that many specific strategies for this scenario, to speak of, just all your loss-leader and focus-and-fire tricks, *con mucho gusto*! Still, there are two general approaches. One is to keep a number of troops deployed and focus fire as you go. The other is to attempt to get as far as you can with everybody loaded into the APCs, burning rubber all the way and squishing all the enemy rocketeers stupid enough to stand in the middle of the road. Neither is a sure bet, but one or the other may work better with your personal style.

This scenario's a definite test of command skill.

In both scenarios, it actually works against your standing to stick around and kill troops that come flocking back to base when their HQ's radio goes silent. Your efficiency is rated *only* according to getting the crate, which boils down to nothing, as you must do this to win the scenario. The only other factor, then, is leadership, which goes down as you lose troops. Here, Westwood is modeling how GDI could insert only a small team on a moment's notice to recover the meltdown-critical crate before it is airlifted. Their HQ has zero expectations regarding killing Nodheads; getting the crate is all that matters, and how much of your team dies in the process is the only other thing HQ will ask you about. Thus, conserving your troops is the crux of these two special op missions, if you want to maximize your standing with GDI. Pulling back and protecting near-dead units can be key to this.

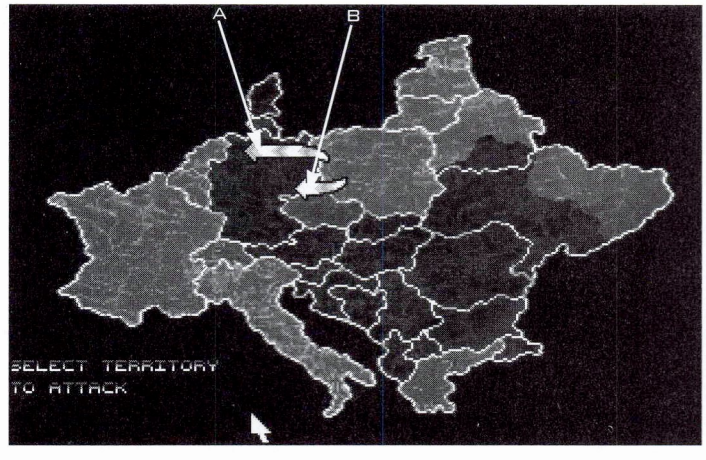
Mission Map: Mission 4A

Mission Map: Mission 4C

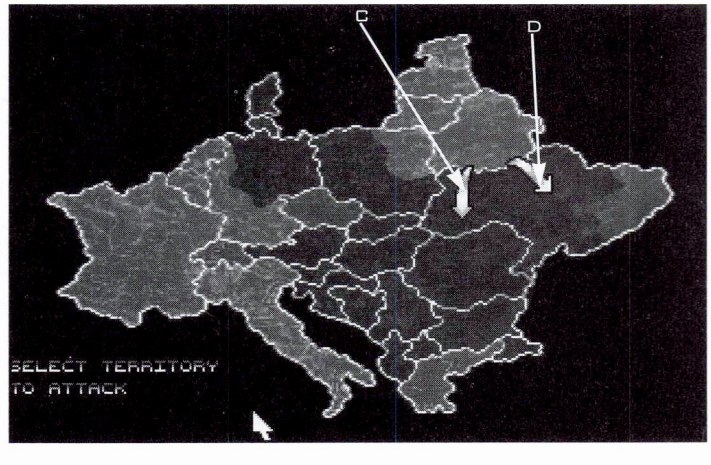


Mission 5: The Media and the Military

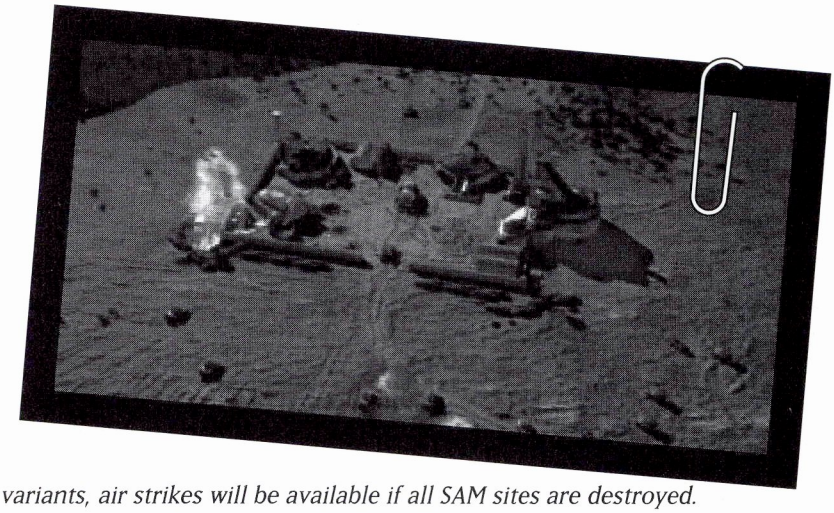
GDI Missions 5A & 5B



GDI Missions 5C & 5D



Note: Missions 5A and 5B are available if you choose Gdansk or Byelistok in Mission 4. If you chose Bobyrusk, Missions 5C and 5D are available. Missions 5A and 5C are identical and covered as Mission 5A below.



In all Mission 5 variants, air strikes will be available if all SAM sites are destroyed.

Mission 5A Briefing

Red alert! Despite GDI ground successes, Nod has scored a major media coup. GDI funding has been cut, and the EVA network is practically shut down, except for an encrypted mission well hidden by far-sighted GDI leaders, for just this contingency.

Without any additional guidance from above, you must immediately save a base that is taking heavy shelling. There is a critical shortage of weapons and troops.

What are you waiting for, Commander?

> *In Mission 5B, the Nod base is situated in the northeast corner of the map, with the beleaguered GDI base in the south-central section. Your forces will drop in the northwest corner. Push your forces to the south and east to find the GDI base, then head north to locate the Nod harvester and the enemy base.*

Summary of Objectives

- Locate, defend, and restore the besieged GDI base.
- Hunt down Nod's harvester, fending off several vicious attacks along the way.
- Keep your eyes peeled for a hidden cache of goodies air dropped by pro-GDI partisans.
- Gear up to take the Nod base, including its two turrets and a swarm of fearless Nod pawns.
- Kill, destroy, or capture everything Nod!

Accomplishing Your Mission

Welcome to your first large-scale mission, Commander. Nod is out in force, including some real armor.

The best defense is a good offense.

Opening Moves

Their are two high-priority initial objectives: Restore your base, and deny Tiberium.

Your base will be found after a quick excursion due east. There will be a team of Nod infantry waiting to ambush you on your way, as well as one light tank. You should use your two medium tanks to counter this armor threat, and use your other forces against Nod infantry in the usual *focused fire* and, for the fastidious, *loss-leader* tactics. Keep your troops out of the Tiberium along the bottom of the map; there have been reports of adverse health effects. The light tank may escape to the east and begin shelling your base, so out of sight is not out of mind!

After you mop up the little Nod task force, send at least one unit due east to visualize your base. Repair all your facilities—there is a vast wealth of Tiberium awaiting you in this mission, so there's no need to worry about repair pennies.

Plenty of Tiberium available.

Immediately start cranking out a mix of vehicles and infantry—it's hand to mouth until you cut off the Nod commander's air supply. A few APCs always come in handy. Otherwise, make infantry. Although there are many ways to skin a cat, in all scenarios, we recommend leaning toward minigunners here, to destroy the Nod turrets.

Deny Tiberium

For the quickest win, turn your forces around and head for the Nod harvester. If you've moved fast, it will be working a field in the north-central part of the map, just outside the Nod base. You can get there two ways: Head north and then east, crossing a river ford, or go east and then north, crossing the bridge near the middle of the map. Either way, expect heavy resistance, including light tanks. Choose your poison, but get right on it! Every few minutes, Nod is bringing in another load of money that will be shooting at you.

Heading north and then east will usually get you to the harvester a little faster, as there's less of a bollix with the bridge. Still, it's no stroll in the park, and it's likely to leave a few more Noddies roaming around the map than will the bridge route.

The bridge is tougher, but try both routes.

We'll show you how to do it via the bridge, because it's somewhat tougher to pull off technically.

For the bridge route, work your way east and then northeast, to the south side of the bridge. Nod will be waiting. The better you can work your *combine arms tactics*, the quicker this nasty business will be over. Try putting your grenadiers on their own pre-selected group if you have problems fragging yourself, and be sure to put your medium tank on their own key. You're throwing good money after bad if Nod light tanks are shelling your medium tanks while you're shelling Nod infantry with APDSs! APDSs are a joke against infantry but put holes in armor right quickly. (However, tanks can run over enemy infantry like a hot knife through butter.) This cuts both ways, so if you can get the Nod light tanks to fire at your infantry with loss-leader tactics, you're way ahead.

When it comes time to cross the bridge, be careful. Light tanks could show up and try to cross, too, crushing your soldiers (*splat*). The light tanks are just trying to get at their target; don't give them your soldiers gratis. Get an APC, with its long sight range, up to the front, or take a Hummer or APC over the bridge first. Or, send a very small group of soldiers, preferably with at least one grenadier.

Sending a medium tank first is not the smartest thing to do. They're slow and block the bridge; meanwhile, any rocketeers that show up on the far side—a distinct possibility—will have a field day taking big chunks out of your big tanks with their tiny TOWs. (Unfortunately, this is fairly realistic.) You *might* be able to get your tank to run over them in time, but you will likely have some pretty big potholes in your tank by then.

Don't make a medium tank first over the bridge.

As soon as you're across the bridge, send one unit to the far right to get the rockin' goodies crate. That's 2,300 credits, Commander! (Remember to keep pumping a mix of units out of your base, heading for the front. Don't let your silos overflow!) Send the rest of your forces north. Nod will continue to throw teams at you. Most will come from the Nod base, to the northwest, but the Nod commander may well call in some guard forces from the west, too.

Now comes a fairly frantic fight as you try to mangle your assailants while making your way north to the Nod harvester. The harvester should be working the field due north of the bridge, against the top edge of the map. As always, be sure to target the harvester with vehicles, not infantry. This means keeping your infantry well away, so they don't decide to shoot it on their own free time. Your medium tanks should be able to trash the harvester in record time, *if* you haven't let Nod rocketeers knock the tanks' turrets off. The medium tank has to keep well away from TOWs. Work hard to preserve these tanks, because they can do a number on Nod vehicles.

Beware the mighty harvester! The AI doesn't get aggressive about running over troops until Mission 8, but you should practice as much as possible.

If the harvester gets full and heads for the pits, don't follow it in. There's a veritable storm of hardware waiting for you inside the Nod base. It's not worth the 700 credits that big bug is lugging.

With the harvester eliminated, do not believe that Nod has been stopped. He produces another harvester and if you let this one return with its load of Tiberium, another harvester is built. Assaulting the harvester is a risky proposition if you cannot keep enough units fielded to eliminate the new harvester that is built too. Keep a mixed force of infantry and armor to protect your medium tanks and to take care of any new Nod harvesters that may appear. Field some small mixed groups that can neutralize anything the Nod base might regurgitate, and otherwise scout the landscape to make sure none of the vermin got away. Pull all near-dead units out of the fray to keep your leadership standing high. Make a pair of engineers (escorted in an APC) to capture the runway and the Hand of Nod, should units still be pouring out once you take the base. There's more than enough Tiberium to build a huge force and still get a 100 percent efficiency rating.

The EVA interface makes a lot of things about war easier to handle—but not easier to deal with. You've heard your valiant soldiers' screams, seen their red GDI blood soak into distant soil. What you won't see is all the great accomplishments, big and small, these brave men and women would have achieved in their subsequent lifetimes.

You've got a base to conquer, Commander—with *extreme* prejudice.

Nod Off

Coming into the base are two nasty turrets on either side. Remember these nice fellas from Mission 3? You can try to attack just one, but if you have a large force, they're likely to spread out so much that you take shelling from the other turret. Send in a minigunner loss leader. While the turret concentrates its fire on it, use one tank to destroy the turret.

Hold these other forces at the ready, to target other units that are likely to pour out. Put some groups on pre-selected keys, particularly your armor and grenadiers. If you have a lot of grenadiers, you may want to make a couple or three pre-selected groups. If you are throwing two groups of minigunners (or whatever) against the turrets, also put them on their own key, so you can easily have them start forward at the same time, and retarget the other turret when theirs is killed.

When everyone's ready, their weapons double-checked and prayers said, cross your fingers and sound the charge!

Have your turret task force(s) advance on the turrets in as lateral a fashion as you can, to keep the centerline free for your support units to come in and blast away. Once the turrets engage the minigunners, get the support forces moving. There are usually quite a few soft units (a.k.a. infantry) to kill, as well as buggies and light tanks. Have your forces target their best opponent, kill rocketeers going for tanks, etc.

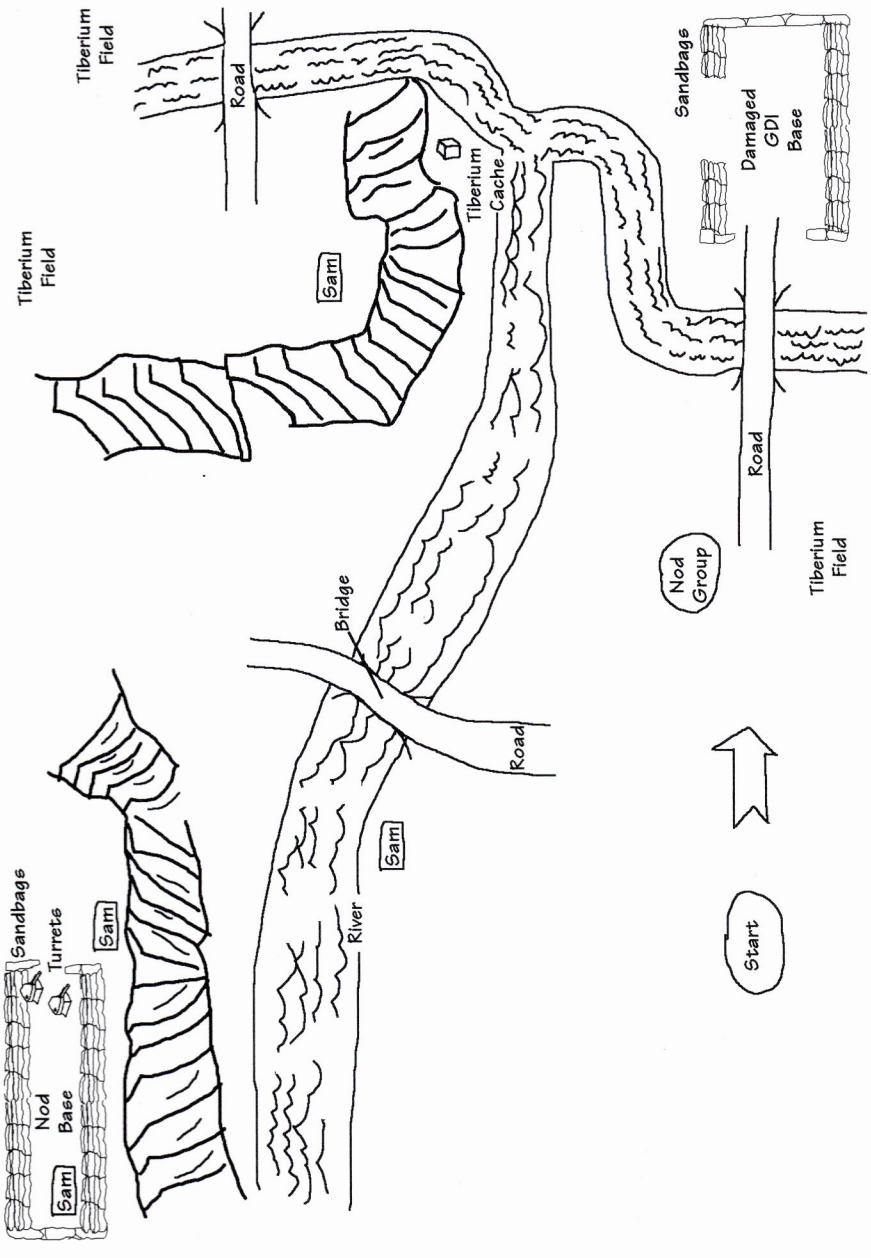
After the near-side of the base is neutralized, be careful. Those two light tanks guarding the runway aren't going to move, and when you come after them, a pack of buggies will spring out of the darkness. Ouch!

In a short while, it'll all be over but the crying. If they try to keep making new units, try to take over the structure or simply kill them. Pull your near-dead units back to some safe place that won't block your harvester. Sit back and watch the big bucks roll in, for as long as you have the patience! Feel free to capture the Nod construction yard and build some structures for yourself.

If you want to make a *big* Tiberium harvest, capture the Nod construction yard and build your own refinery at the former Nod base. Once the money starts rolling in, build a second refinery and some more silos. You'll clear out the bountiful Tiberium fields in a hurry and build up your account for the next mission.

Mission C is a duplicate version of Mission A

Mission Map: Mission 5A/C



Mission Map: Mission 5B

Mission 5D

Your forces start in the southeast corner of the map and must push the Nod forces out get to your base in the northwest corner before the Brotherhood finds it. Nod has placed a few obstacles in your path. They have rocket infantry behind every tree, bush, or hedge imaginable, and a pair of light tanks supported by a buggy patrol the area. Load all of your infantry aboard the APCs except for two grenadiers, which will clear the Nod infantry out of our path. Have your tanks start this journey. They should come across a Nod light tank, which they will eliminate easily. After the engagement with the Nod tank your grenadiers will now take the lead. Have them continue to the west and follow the river until you come upon a bridge. The first of many Nod rocketeers will be standing here. After your grenadiers have disposed of these troops, send the grenadiers across the bridge followed by your tanks. Nod will send a second tank after your forces. You should retaliate by sending your medium tanks on Nod's armor and send your grenadiers after the Nod units hiding in the trees. Be sure to use your targeting cursor to find these units—Nod's use of terrain is uncanny and it is easy to miss these forces. If your grenadiers walk past even one Nod troop, the damage to your vehicles that a Nod soldier can cause can be devastating. After you cross the bridge, head north. You will have two more river crossings before you find your base. Just keep following the road north until it splits, and then follow the eastern spur. When you arrive at your base, start repairing your structures. Begin with the power plant, because its output is low, which drastically increases the time it will take to produce any new units. After your base is up and running, start producing grenadiers. Place a squad of three to five men on guard duty at the southern entrance to your base. Nod will slip some units past you as your base assault progresses, these troops will stop any stray Nod units from causing too much damage.

Hunting for Nod

Nod has placed its base southeast of yours. Send your medium tanks supported by your APCs and a squad of grenadiers down toward his base. Position medium tanks next to the ridge at the north edge of the Nod base. From here your armor will be able to strike at the Nod construction yard. Start pounding on this structure. With its loss, Nod will not be able to build new structures or rebuild any that you may destroy. Now Nod will start sending units after you in force. Fortunately, the Nod commander seems to have a hard time keeping a coherent force together, so the forces will be stretched out enough that your units should be able to handle them. The greatest threat to your force is the Nod rocket infantry. They have the best chance to destroy your tanks and those tanks make destroying Nod buildings much easier. Set up your grenadiers next to the ridge where it turns to the south. Nods forces must travel this path to get to your tanks. The ridge makes a natural choke point for you to take down the Nod forces. You may have to drag your tanks away from their tasks if your units start having problems with the lone Nod tank that will be sent. If this happens, just put your tanks back on the task of destroying Nod buildings after the Nod tanks are destroyed. With the destruction of the construction yard, let your tanks destroy the SAM site and power plant on the northern edge while you are preparing for your base assault.

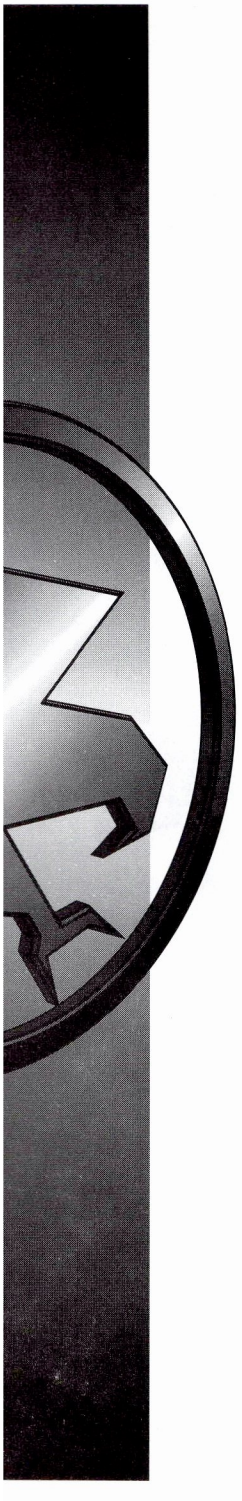
Deny Tiberium

This is a classic tactic that has been shown and used for several missions now. The usual tactic is to destroy your enemy's harvester, which denies him cargo and the ability to gather more. However, the Nod commander will not continually fall for this trick. He has stored plenty of Tiberium in case he does lose his harvester. The Nod commander is also slightly paranoid; if you destroy his one harvester he will build three more to take its place. With Nod collecting Tiberium three times faster than you can, this battle would be bleak. The question now is, how do you deny the Nod forces economic life support? Nod is harvesting a large Tiberium field just west of its base across a river. If you place a vehicle in the river fjord while the Nod forces are harvesting, it will take the Nod commander a long time to find a new route for his harvester to get back to his base. The only other fjord that will allow the harvester back is next to your base. Place another vehicle here and the Nod harvester will be trapped on the wrong side of the river from its base. Fortunately, there is enough Tiberium on this side of the river to keep your harvester busy full time.

To the Base

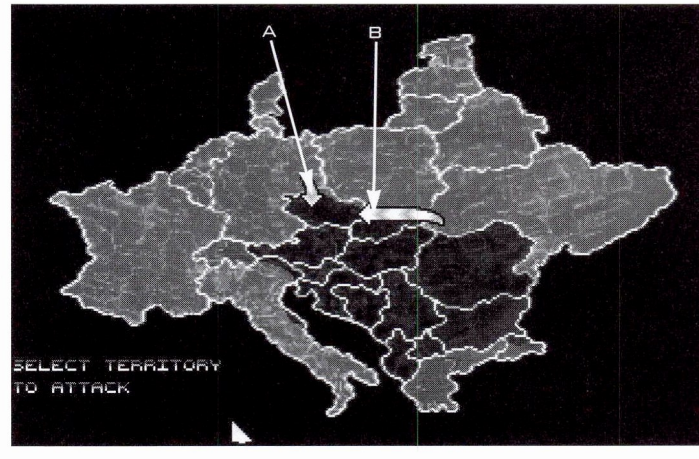
With the Nod construction yard gone and no new Tiberium being gathered, life is getting a little uncomfortable for the Nod commander. Now is the time to press your advantage. Build two or three engineers and send them down to your force. While waiting for each engineer to arrive, start your attack. Use the loss leader approach to knock down the northern turret. Send in a pair of foot troops after the turret and back them up with the medium tanks. When the turret fails, use your armor to punch a hole into a Nod sandbag barricade. You should be able to send in your first engineer to capture the Nod refinery. You have no use for this structure, but after you capture it, sell it for the income and the additional troops. With this accomplished, forge a path toward the Hand of Nod, which is the only threatening structure at this point (with its Tiberium cut off, the Nod commander cannot afford to purchase new vehicles). You can either attack it in force to destroy the building using a grenadier screen to eliminate any Nod infantry that take offense to this attack, or use an engineer to capture the building. Although an engineer costs more than a Hand of Nod, his ability to instantly eliminate the structure makes capturing the Hand a viable prospect. With the Hand and his money gone, the Nod commander can do nothing but watch you crush the rest of his base. While your are picking the base clean, send out one of the vehicles guarding the fjords to hunt down and destroy the harvester. With the harvester and the base gone your mission is accomplished.

Mission Map: Mission 5D



Mission 6: One Magic Bullet

GDI Mission 6



Mission Briefing

Continuing problems with GDI funding and the EVA net are readily apparent as you get your next orders. Field commander Carter is barely able to reach you, through a very bad connection. It's clear that something at a Nod base needs to be blown up, but what?

Summary of Objectives

- Destroy a Nod structure in the Nod base.

Accomplishing your Mission

Say hello to the storming Elite Forces. These tough guys will take out infantry left-handed, with their eyes closed, and laugh about it while lighting a smoke.

Opening Moves

The commandos are a lot of fun. As you move your man north and then do some recon, use your secret target sensor (the cursor) to find sentries hiding behind trees. There are quite a few, so keep the cursor moving!

Blow the SAM sites with your C4 charges. Commandos really appreciate your letting them do this. Some day they'll come thank you with a big pat on the back, and may not even dislocate your shoulder. No need to return any favors; they'll already have gotten a big kick out of your pain when they slam your shoulder back in its socket.

To have commandos destroy structures, place target cursor on buildings and click when the "C4" demolition package appears.

Chop 'Em Up!

After the SAM sites are destroyed, a transport helicopter will be sent to aid your commandos in crossing the river. With a smoke grenade to light up your landing zone, fly across the river and deposit your commando in the village there. Drop the commando off near the smoke grenade, because Nod has positioned a SAM site just northwest of the village to shoot down any GDI aircraft that may try to slip past. With the commando safely in the village, it is time for the experience and training of the commando to take over. Send the troops north, and they will see a Nod buggy sitting at the mouth of a ravine. Run past the buggy and ignore any damage you are taking from it. Do not engage the buggy; your weapon will kill a man in a single shot, but cannot scratch the paint on a vehicle. When you enter the ravine keep heading north until the road splits. Take the path to the west at this point and proceed east, which will put the commando at the main entrance of the Nod base with a welcoming committee that is too large for the commando to contend with. When you arrive on the western path, slow

down your commando. There you will find several Nod troops lurking about that need to be eliminated. Your commando has enough distance to take Nod infantry off ridges or at distances beyond Nod's ability to retaliate.

By following the map, you can get deep into his base. Save your game, and try your luck with the buildings.

You can try firing on infantry nearby, but be careful! If you kill too many, an alarm will sound, and Nod scum will come out of the woodwork and fry your tough guy, left arm and all.

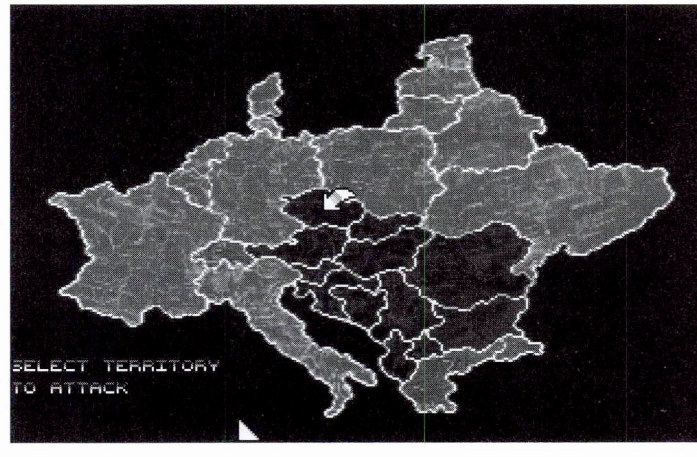
If you don't get the correct building, don't sweat it. It actually means you get to play another scenario! Failing Mission 6 brings you to Mission 7; winning Mission 6 brings you to Mission 8.

Target the airstrip for destruction.

Lose the commando & lose the mission.

Mission Map: Mission 6

Mission 7: Get It Done Right!



Mission Briefing

Was there confusion with that last directive, Commander? We can supply you with a full force now, but it's imperative that you wipe out everything at that Nod base. And use maximum care when transporting Tiberium—it seems to display negative effects on some individuals.

Summary of Objectives

- Build base and process Tiberium.
- Eliminate Nod forces.
- Destroy Nod base.

Accomplishing Your Mission

This one has a big rolling map with lots of nooks and crannies, and you have limited forces against piles of metal and troops. The Nod flame-throwers are out, and they ain't cookin' no marshmallows, Commander—they're cooking you!

Say a prayer for the bones of your brave but misguided commando. Then avenge his death, GDI style—with the hulking barrel of a medium tank!

Opening Moves: The Heat Is On

If you're not wide awake when you begin this one, you soon will be. The second the GDI Navy hovercraft dumps your forces on dry land, there's a pack of angry-looking dudes carrying flamethrowers coming at you. You remember your briefing: These are the ones that can fry 10 soldiers to death in one blast. The mass wave tactics you've had so much fun with in the past are now but a path leading straight into Nod hell. You must scatter your infantry while attacking these troops, or else use vehicles.

Scatter the infantry to defend against flamethrowers.

Start by moving your infantry away from the beach and toward the east, where the first threat is coming from. The Nod flamers will come in mass. Four flame-thrower infantry will come marching down the beach, so spread your two squads out and target the lead flamer-throwers first. By killing these units, the explosion of their tanks will injure their comrades, which makes it easier for these units to be eliminated. Remember not to bunch these two groups—use the X key, *twice*. Have them hit the Nod infantry from two sides.

use the X key to spread out groups, keeping collateral damage to a minimum!

Just in case this wasn't fun enough, two Nod buggies will be showing up from the north. Focus everybody's fire on one vehicle at a time, especially your Hummer that will be showing up around now. A pair of medium tanks will be landing soon and the Nod vehicles will quickly be destroyed. When your MCY arrives, send it north just far enough off the beach for it to deploy. The final greeting party will then come knocking: a light tank. Send infantry initially, and then follow up with everything as soon as the tank starts shooting at the cheaper unit. Remember, tanks have a tough time hitting infantry. With your medium tanks after it, the Nod tank commander will wonder, for one very brief moment, just why he thought coming down here seemed like the right thing to do.

use infantry as decoys for enemy armor.

Base Instincts

You've got some breathing space now. Send the Hummers out to scout (one north, one east), and start working on your base.

You know the drill: a power plant down, then a refinery, and then all the rest. I prefer a weapons factory next; you may want a barracks. Place these first key structures successively

to the northeast (upper right), so you're closer to the action. Don't jam up close to the ridge, though, and end up blocking your troops.

Continue making structures all the way up to a comm center. Don't forget a silo. It's going to be an engaging day on the field of battle, and your cup is likely to run over what your lone refinery can hold.

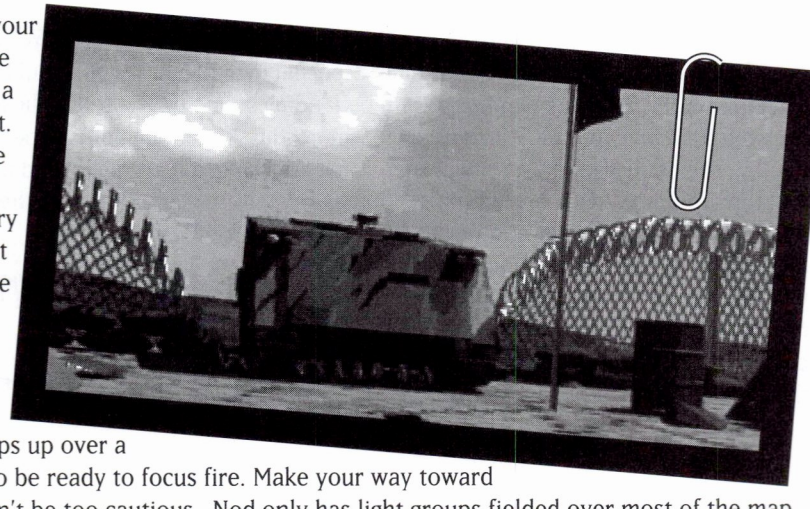
Don't throw Tiberium away. Make a silo right up front.

While you're busy cranking out tanks and troops, build a sandbag wall along the southern perimeter of the base. Use the edge of the map to the west and the cliffs to the east as natural barriers, connecting them with sandbags. That'll help keep the Nods attacking from the east at bay.

Search and Destroy

As you can see from the tactical sketch, there are lots of channels through ridges in this mission, and lots of sniper spots. Let's go light up the map.

Flamers are a real problem. Watch for infantry carrying a large, white stick. As we noted above, you must handle these opposing troops with care. Keep your soldiers spread out or use anti-infantry vehicles to a higher degree than before. Although medium tanks can kill infantry by running them over, they can be maddeningly difficult to maneuver over some Noddie crawling on his belly, practically right through your treads. The machine guns of the Hummer or the significantly heavier APC are better against infantry. The APC can splat folks, too.



Gingerly extend your forces until you've had time to build a sizable contingent. Nod forces will be found in small groups (1-3 infantry or a buggy or light tank) until you are fairly close to their base. Keep your squads together, though; when a sniper pops up over a ridge, you want to be ready to focus fire. Make your way toward the Nod base. Don't be too cautious—Nod only has light groups fielded over most of the map. You need to clear the way to a key objective, before Nod has time to gather much Tiberium.

There are a fair number of troops at the end of the ravine near the entrance to the Nod base. A trick for handling these is to take a Hummer or two within range of the troops, cut loose a few rounds, and then back off. The troops may follow you, spreading themselves into an easier-to-handle column. They may even flame themselves occasionally. Once thinned out, they should be easy to finish off.

Use Hummers to draw the Nod troops into the killing zone of the ravine.

At some point during this staging period, Nod is likely to send a pair of buggies up to the northwest corner. The buggies might also take a drive south to your base. Keep your eyes on your radar map, and be prepared to send something like a medium tank up there to tell those buggies where they can park it.

Harvesting Season Has Been Canceled This Year

Nod is sucking Tiberium in a field just south of the Nod base. Getting to that field won't be easy, because there's a fairly large Nod force just inside the base and a turret perched upon the plateau where Nod is harvesting. You must squeak past that *and* two turrets to get to the Tiberium plateau. There are two ways you can do this. (Okay, actually there are all kinds of ways, but here are two that work well.)

The first is a form of divide and conquer. Send a Hummer with a pretty crazy driver near the mouth of the base, just far enough to shoot at one of the infantry there. Then pull back immediately.

This will get a big pack of Noddie homeboys riled up, and they'll come after you, leaving armored support behind. But there are plenty of flamers in this group, so play it cool!

Draw the Noddies back to a place where you've set up a fire trap with grenadiers, five or more abreast. Keep them spread out so the flames are less dangerous, and do *not* actually target the Nod troops, or the grenadiers may break ranks and rush into a pile just begging to be flambéed. Now sit back and watch the fun. (Turn down the volume if the screams bother you.)

Create a lovely fireworks display with grenadiers.

With many of the enemy infantry gone, the turret on the ridge is the next target. Use the loss leader tactic to get near the turret so you can eliminate it. Send one or two minigunners to the base of the ridge and while the turret fires at these units, have a pair of medium tanks knock the turret off its base. Have a few grenadiers supported by a Hummer or two nearby to stop Nod rocket infantry from assaulting your tanks. With the turret taken care of, the way is fairly clear for a few heavier vehicles to go harvester hunting. Make sure your vehicles are well in the green, because they will likely take a few turret shots or other rounds before they gain high ground.

An alternate way to go for Nod's gold is to make a hefty vehicle force, perhaps four APCs and two medium tanks. All must be healthy. *Carefully* work these into the demilitarized zone (DMZ) near the mouth of Nod's base, just out of range of the Nod turrets. Keep the targeting cursor flying, supplemented by the opportune squish or three, and pump some serious lead into anything that walks. Let the APCs screen for the tanks making for Nod's Tiberium field. Wade through the bodies, get up on the ridge, and bash that little red bug's headlights in!

APCs provide great cover for tanks.

One Down, Two to Go

Don't go patting yourself on the back and getting a big head just yet. You may have cut off the Nod lifeline, but there's still a lot of kick in this base. There are plenty more infantry and vehicles, as well as plenty of gold still in the coffers.

Put together a good force of armor and infantry, or just tanks and APCs, if you please. Take along two engineers in an APC if you want to try out some new units, plus make the Nod commander look really foolish.

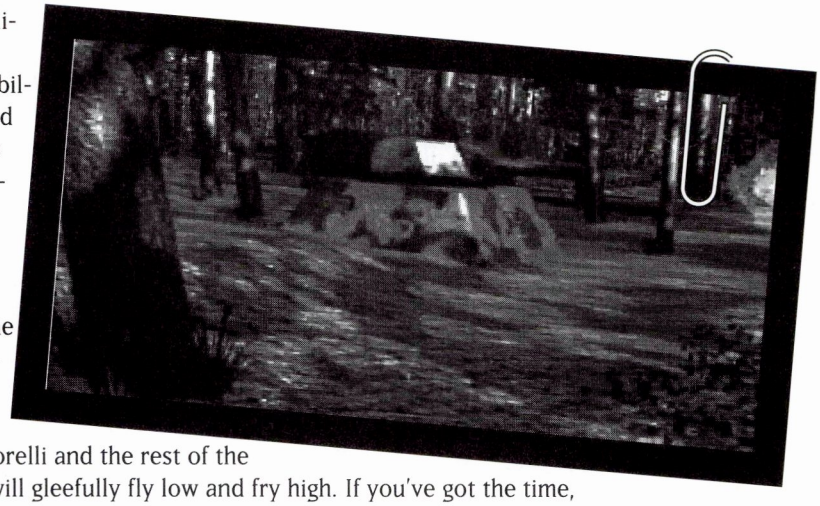
Forget the turrets for now; either shoot your way through the west wall higher up near the car park or, probably better yet, squeak past the turrets again and go up the east edge of the map. Target the Hand of Nod (coming from the west) or the weapons air strip (from the east) for destruction or capture, and watch the feathers fly! Mr. Nod Commander won't be in a particularly good mood when you tarnish the spit and shine on his facilities, and he's going to send a squad of goons out to tell you about it. Be ready for more fun, frantic action as the flames roar and bodies burst like so much popcorn.

If you come from the west and take the Hand of Nod first, bring armor *for* armor; if from the east, be ready for plenty of flamers and other two-legged fighting machines. Either way, there will be a good variety of opponents on this day of battle. If you've brought engineers, use those short lulls in the action for something besides wagging your jaw and capture both Nod production facilities. (If you don't immediately get the ability to build Nod units, try building some/any structure *yourself.* This sometimes prompts C&C to review production capability, and then you can make some more toys.)

And now for something totally different: An alternate approach to this mission is to forget about getting the Nod harvester first. Get together a good armored force (two to four tanks and three to six APCs) and blast your way through the west wall, high up near the car park. Destroy or capture the Hand and the weapons runway. The fighting will be furious for a while, but it can be done. Then laugh as the Nod harvester strolls in, or even try to capture it, too, as you did in Mission 1.

Remember that you can build from captured Nod production facilities!

When in Doubt, Napalm

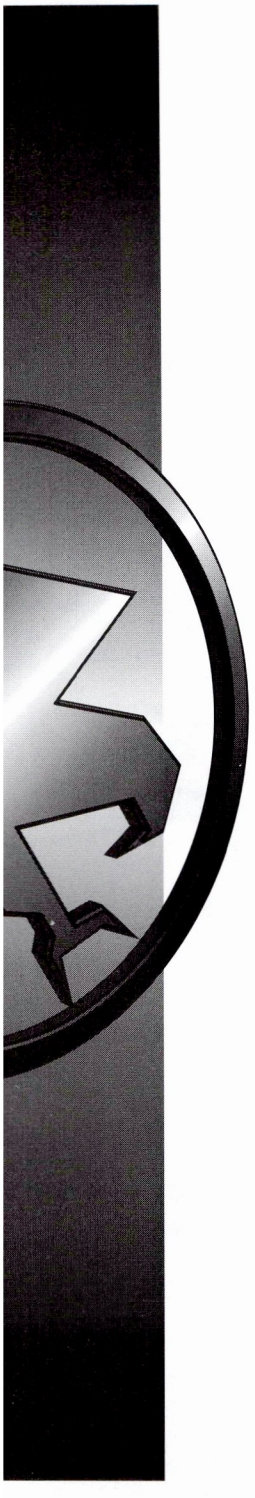


Once you've nullified Nod production capability and killed Nod fielded units, it's time to let someone else do the work for a change.

If you destroy the Nod SAMs (rocket bikes are *excellent* for this), Colonel Morelli and the rest of the Hogs from hell will gleefully fly low and fry high. If you've got the time, they've got the napalm. This mission, GDI HQ has allocated *two* Warthogs, and it takes only a few passes to snuff the wick on each turret. Although you may not need it, this can ensure that you need no new units and that you won't lose any.

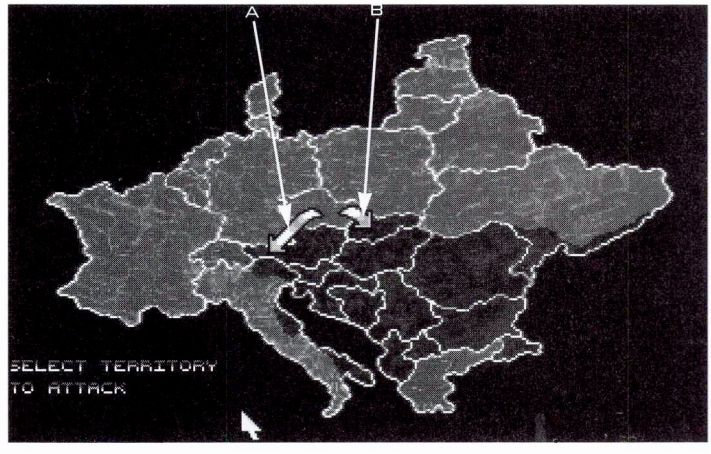
Make no apologies—napalm is an occupational hazard of war!

Mission Map: Mission 7



Mission 8: Bring Them Back Alive

GDI Mission 8A & 8B

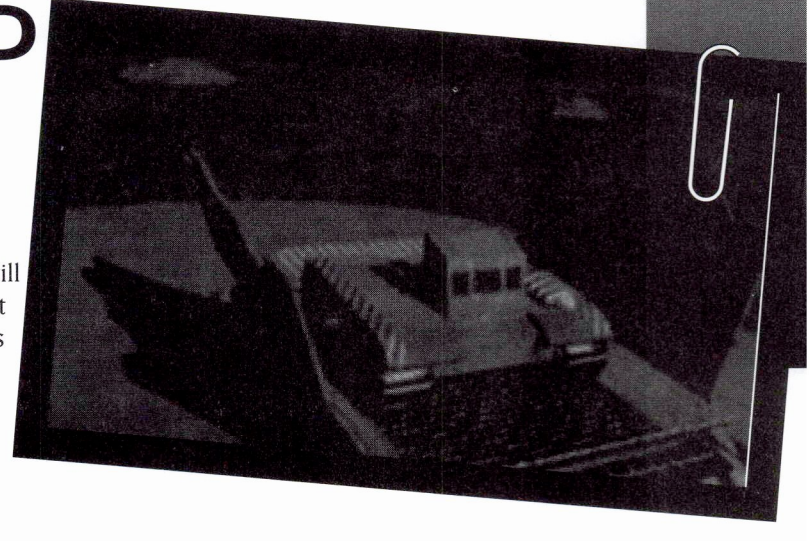


These two missions differ considerably and have been written up separately.

Mission 8A: Repair and Defend

Mission Briefing

The GDI equipment in Area 18 is in a serious state of disrepair. HQ needs to establish a base for rapid deployment; Nod forces are still threatening Salzburg. This mission is of great tactical importance. Repair as many vehicles and buildings as possible!



Mission Objectives

- Repair vehicles
- Survive Nod attacks
- Attack Nod base and destroy all Nod presence
- Sit back, mop up, and repair everything in sight.

Accomplishing your Mission

This scenario introduces two important items, The Repair Facility and the rocket launcher. Intense use of these will bring you a complete victory: No losses whatsoever, and full repair of all vehicles.

Opening Moves

Ultimately, there will be more Tiberium than you can load into your silos *and* the ones you "borrow" from the generous Nod commander. But initially, you have many dented vehicles and are temporarily short on money. Fix your Repair Facility (the only structure for now), and line your damaged vehicles up next to it. Keep them pumping through it, and move healthy vehicles to the front.

Move your harvester due west. Time to collect some of the magic element that's lying all over the place! There's a little Tiberium patch to the west, right beside the GDI base. Once that's exhausted, there's another field farther west, near the river.

With no weapons factory, your most pressing concern is to keep your vehicles in the action. Keep the barracks busy turning out troops, and pull back vehicles for repair as they sustain damage. This necessity means you can't be as aggressive as you might like.

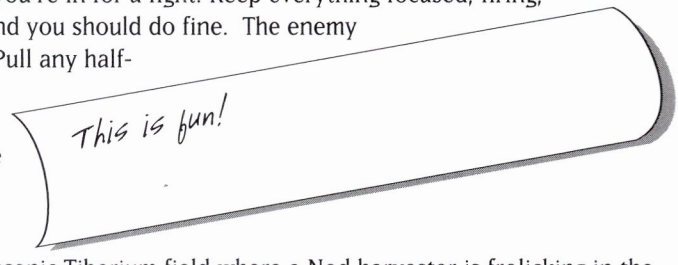
After you've cleared the southern half of the map—and the Tiberium fields that lay there—of Nod units, get to work building a sizable force of troops and repaired vehicles.

This Nod base is a monster, a two-tiered camp set on a rocky plateau. The narrow entrance to the south is guarded by turrets, naturally. You have two choices for approaching the base. You can cross the rivers to the north of the GDI base, but you'll run into stiff resistance at both bridges. The better approach is to move your forces west, then north—right up the gut into the entrance of the Nod base.

Hunting Season Is Open

Include all rocket launchers that are in pretty good condition (two-thirds strength or more). *Keep your eye on your radar screen* and immediately target anything Nod with your launchers. Keep a ready shield of light vehicles in front of your rocket launchers and other heavy armor, in case any Nodheads try to get frisky and make things personal. Especially rocketeers—a few too many accidents with them, and you could see your arty or vehicles go up in smoke. There are no flamers this time around, so tell your infantry to relax.

You'll meet light resistance until you get pretty close to the Nod base. Then the Nod forces will pour out of the base, and you're in for a fight. Keep everything focused, firing, and otherwise maneuvering, and you should do fine. The enemy arty is especially easy to kill. Pull any half-strength vehicles back for repairs (and keep newly restored ones cycling up to the front).



Just north of the bridge is the scenic Tiberium field where a Nod harvester is frolicking in the grass. Hold your infantry back a tad so they don't get trigger-happy and wind up as harvester tread lubricant. Keep everything else a square away from the harvester, too, so your rocket launcher's thunderstorm doesn't end up also being friendly fire. The oblivious harvester crew may make a pit stop, but they'll be back. Don't follow it or else huge masses of turrets and other Nod scum will quickly kill some of your units.

Long Distance Death

Here's a word to the wise EVA operative: The Nod commander will only start repairing facilities that have fallen into the red. So let's use our forces wisely and kill the turrets with hardly a scratch on ourselves.

Mass your forces near a turret. Use a loss-leader and have your rocket launchers fire on it until it's in the yellow, at about one third strength, then tell them to hold their fire. Don't let the turret fall to the red, or the Nod commander will begin repairing it. (If this happens, you can wait until he stops repairing and then start all over again, or just rush headlong into the mass attack.) Gingerly move a cheapo infantry forward until the turret opens fire, then pull back one square. Move your armor up to just outside this range. Medium tanks and rocket launchers are, of course, best against turrets. Send the **loss leader** infantry in and, once the turret starts lobbing shells, let all hell break loose. With the turret near dead anyway, it will get off only a few shots before succumbing to your tanks and launchers.

To side-step accidentally going into the red with a turret, and waiting forever for it to repair, do the loss-leader distance test, and line up your tanks, first, before denting the turret down to yellow. Then, if you accidentally ping it too hard, the rest of your forces are ready to execute plan B. There will be minimal extra pain, and you'll save lots of waiting time. With a good set of units, the turret does not stand a chance.

Note that with this tactic, you don't want to move your launchers when you cut your tanks loose; you're simply retargeting them. If you start them moving, the death of the turret will

be prolonged. They have plenty of range to open fire on the turret without having to move into position; get them to cease fire (before the turret goes into the red) simply by issuing a bogus move order that makes them shuffle around a little. Then, when it's time for the final assault, they can open fire again right where they stand.

If you find the above procedure a bit tedious (it is, admittedly, quite a bit of overkill), you can simply send in an infantry loss leader or two, followed by a few tanks. If you send in more than one infantry, keep them spread a bit so that the turret's poor aim is less likely to hit them. The medium tanks usually do a sterling job, with minimal hazard potential.

Gunfight at the Nod Corrall

This Nod base is one of the toughest you've yet faced, not only because of its size, but because of the positioning of the critical construction yard. The yard is situated in the northern tier of the camp, which means you'll have to slug your way through lots of Nods to get to it. Let's do it.

After you've knocked out the turrets, send a team northwest, toward the construction yard. Knock it out or take it with an engineer, so you won't have to worry about the Nods reviving damaged or destroyed facilities.

Mop Up

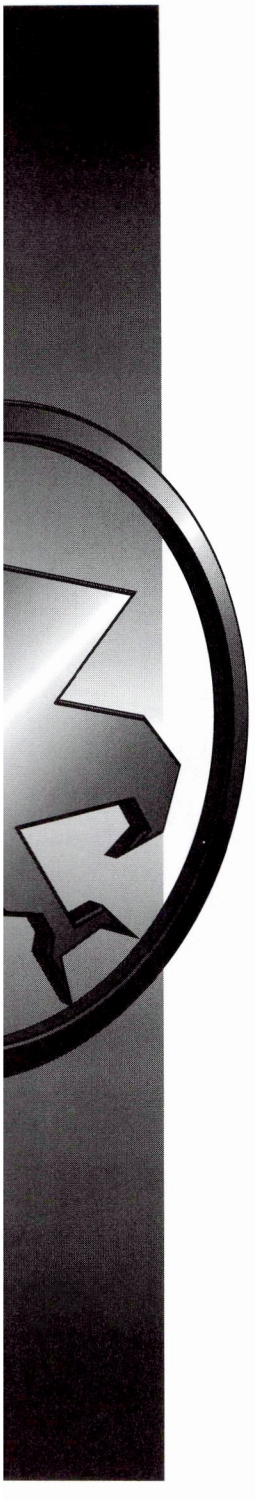
When it comes time to enter a base, consider making some engineers. We can't make any structures in this scenario, so you can capture his silos for more storage space, and his refinery to give your harvester another dump site. If you really want to annoy Nod high command, capture his production facilities (Hand and Runway) and start cranking out GDI forces.

You may be tempted to kill his structures with napalm once you destroy his SAM launchers. Ground support aircraft have bad hair days too, however, and have been known to hit units or facilities up to two structures away from the bullseye.

When in doubt, ground it out.

If you have played this game carefully, little or no GDI units will be left dead on the fields of Austria. The engineer should be the only unit you (might) have made. If you are mastering C&C to this point, there are more than enough units initially to neutralize Nod aggression. Lastly, the vast Tiberium fields of this scenario should ensure that you can repair everything you have to perfect working order before capping off the final Nod facility.

Mission Map: mission 8A



Mission 8B: Defend & Destroy

Dr. Moebius has established a hospital in a Slovakian village to treat civilians suffering from Tiberium exposure. This effort is threatened by a strong Nod presence in the sector. You are ordered to establish a base to protect the hospital and the village, then wipe out all Nod units in the sector.

Mission Objectives

- Establish defense of civilian village and Dr. Moebius' hospital.
- Hold off Nod attacks on GDI base and the village while you build a strike force.
- Turn the tables on the Nod forces with massive assaults on two enemy bases.

Accomplishing your Mission

Your forces are assembled in the south-central section of the map as the scenario opens, with the defenseless village in the southwest corner. The Nod bases are located in the northwest and northeast corners of the map. Your first priority must be the defense of the village with Moebius and his hospital.

Setting Up Shop

Order your units to move west into the village right away. After you secure the town, move most of the GDI forces across the river north of town. Leave behind several troops, and maybe a tank, to defend the village from Nod airborne attacks and a few half-hearted attacks from the east.

You've got plenty of muscle to fend off the Noddies while you build your base. A weapons factory will crank out replacements for every unit you have at the start, except for those precious rocket launchers. Protect them at all costs.

Build a construction yard, power plant, and refinery. You're surrounded by Tiberium fields, so you should consider constructing a second refinery to build your bank account quickly.

Next on your construction list are a communications center, a barracks, a weapons factory, and maybe a repair bay to keep those rocket launchers in the field. You'll also need to build a second power plant to keep all these facilities humming.

Maintain this defensive posture while you build a sizeable strike force—you're going to need it to take on the Nod bases. The Nod will attack the village and the base gradually at first with

flamethrower and bazooka squads. Your rocket launchers will make mincemeat out of these guys; just make sure to keep fresh units at these key positions.

Watch out for the transport helicopters that will drop Nod ground troops into the village. Radar will alert you to their presence, but only after they touch down right in the middle of town. Lose the hospital or the good doctor and you've failed.

On the Offensive

Now for the hard part. You've established a base and saved the town, so you're ready to turn your attention to the two Nod bases to the north. These two modest bases are situated in the northeast and northwest corners of the map. Each has two entrances, guarded by turrets. Assuming you're smart enough not to assault both bases simultaneously, attack the northwestern base first, just north of the GDI base. Take along a few engineers to seize key facilities.

Your first priority is the turrets that flank the entrance to the base. Use your rocket launchers in a stand-off attack, because their range is greater than the turrets. While the rocket launchers blast away at the turrets, hold your other forces out of harm's way and use them to pick off Nod units that move out of the base in response to your attack. Nod won't attack en masse, so just be patient and let 'em come at you.

When you've destroyed the turrets, have your tanks blast away the sandbags surrounding the base. That way you won't have to pour your forces through the entrance and risk collateral damage while your units are tightly grouped. Send everything you've got into the base—except for the rocket launchers. These babies can stand out of harm's way and provide support from outside the base. Remember, if the rocket launchers sustain damage of 50% or greater, pull them out and send them for repairs.

Make the Nod construction yard your first target. Kill it or take it to prevent repairs, then wipe out the base. With a wealth of tiberium and massive production capacity at your disposal, you will eventually overwhelm the bad guys. This will be a bloody, close-quarters fight, but you should be able to muster enough firepower to wipe out the defenders.

Hope you saved your rocket launchers. Take out the turrets guarding the northwestern base's eastern perimeter. This will draw some Nod units—including some armor—out of the base, so be ready with some minigunners, grenadiers, and bazooka squads to protect the rocket launchers.

After you knock out that base, regroup and go after the second Nod base to the northeast. Fortunately, there's no construction yard to worry about here. There is an airstrip, so go after it first. If you were able to seize the Hand of Nod at the first base, you can crank out more units to reinforce the strike force.

There must be some sort of silly Nod rivalry going on between the commanders of these two bases, because the northeastern base won't respond in force to your assault on the other base. That's a bad mistake, my Nod friends. This lack of support gives you a chance to regroup and replenish. Cycle damaged vehicles back to base for repair, and start cranking out new vehicles and troops.

SAM Strategy

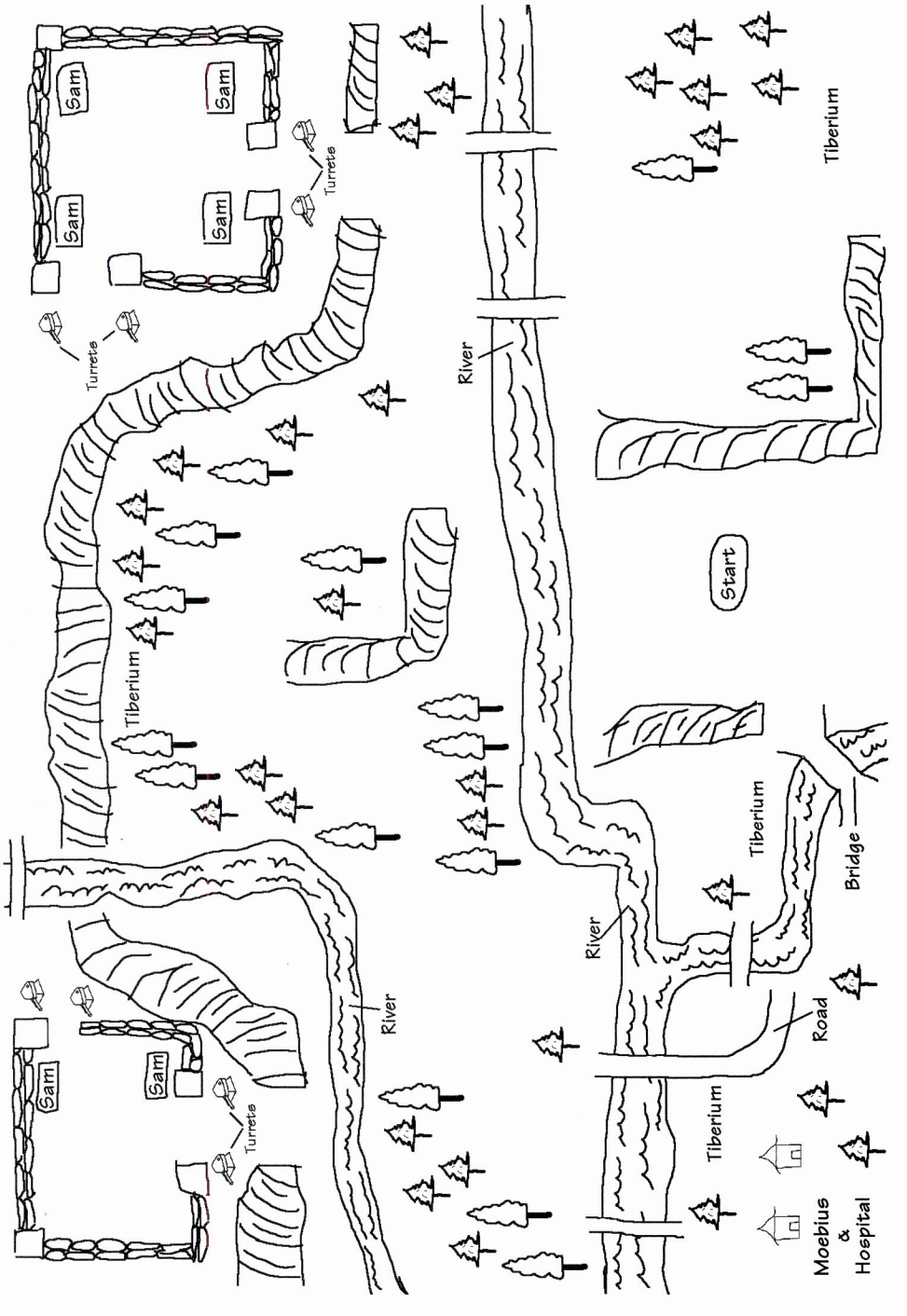
If this straight-ahead strategy isn't interesting enough, try sending strike teams to destroy the SAM launchers guarding the Nod bases. There are only two at each base, so it can be done. While you're building your main strike force, dispatch a small force—grenadiers and minigunners aboard APCs, accompanied by a medium tank or two. Be ready to replenish this force from your base as they take casualties. Once you've killed the four SAMs, call in air strikes to keep the Nods busy while you build an overwhelming assault force.

Another variant on this strategy is to send a small force to kill the SAMs at the northeast base while your main force is assaulting the base to the northwest. When you've taken the northwestern base and destroyed its SAMs, you can order air strikes to soften up the northeastern base while you regroup for another assault.

Don't neglect your defensive concerns when you go on the offensive. Remember: All your valor and tactical brilliance will be forgotten if you can't protect the good doctor's hospital. While you're moving your forces north to attack the Nod bases, keep an eye on the village to make sure no enemy units are theatening the town. Choppers will continue to drop Noddies into town, even when you're engaging Nod units all over the map. Use bookmarks to keep close tabs on the situation in the village and at the river crossings. You must hold those positions, but you can't afford to use your rocket launchers for defense. They are critical in your attacks on the Nod bases.

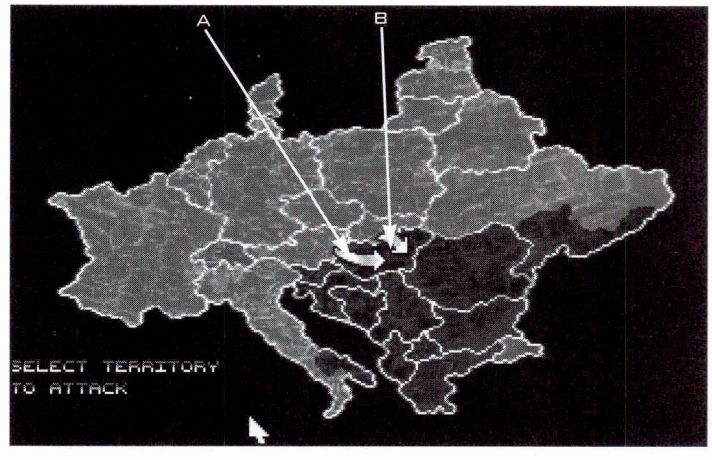
If you'd prefer a more challenging strategy, try dispatching a secondary force to attack the SAM sites at the northwestern base, while your main force assaults the other base. Don't risk the rocket launchers on the mission to the northwest; send tanks supported by Humm-Vees and ground troops. If you can pull it off—and you're going to lose some brave soldiers in the process—then you can call in the A-10s to rain death and destruction onto the northwestern base while you focus on taking the other base.

Mission Map: mission 8B



Mission 9: Let There Be No Light

GDI Mission 9A & 9B (identical)



Mission Briefing

Nod bunkers are on the banks of the Hiverian River. Take out the bunkers, and try guerrilla attacks to create a diversion so Carter can get within range of the Noddie power base. Then sit back and watch Carter teach 'em what *kick ass* means!

Summary of Objectives

- Take out those Nod turrets.
- Establish a base and get your harvester going!
- Transport your infantry to the base in the transport helicopter. Get a free cache on the way, thank you very much!
- Make a refinery, weapons factory, and medium tank, and take out the few Nod units venturing out.

Carter looks to be in really bad shape. What's going on out there?

- Capture and/or destroy the Nod base and all supporting units.
- Mop up and get back in time for dinner and schnapps.

Accomplishing Your Mission

Carter's mounting an attack nearby, but he can't do it without your help. Several gunboats are on a suicide mission for the GDI—move out and make their crews' deaths as meaningful as possible. Then sit back and amass a large force in this relatively calm engagement. With units aligned and focusing forward, move into the Nod base *en masse*.

First Moves

Get your base started. While you are building your power plant and refinery, send your infantry on a scouting expedition to the south. When they find the Tiberium field make them skirt it to the west. Your EVA unit will let you know that reinforcements have arrived. What has happened is a GDI supporter has dropped a smoke grenade on the two turrets stationed on the Hiverian's northern bank. Send your troops after these turrets. While they are eliminating these turrets EVA will again let you know of reinforcements. This time a squad of infantry has been dropped off on the southern shore. Send these troops west as fast as you can because Carter's boats are approaching and you need those turrets down. Focus all fire on one turret at a time. You should easily destroy all four turrets with your force. EVA announces more reinforcements . Carter's ships have arrived and you have cleared the path for it, so sit back and watch the show. As the boats travel down the river you see a weapon of unimaginable power. Nod has perfected its Obelisk of Light. This weapon produces a high-power, tight-beamed laser and all you can do is watch in awe as ship by ship in Carter's task force is annihilated. It is up to you to eliminate this new Nod weapon. EVA announces reinforcements for the last time as a transport chopper lands on the south shore of the Hiverian, which allows you to ferry your southern squad to meet up with the rest of your force.

Hunker Down...

As soon as the second turret on the south bank is destroyed, GDI HQ will send out air-mobile support. Move your troops to the west until they see the supply crate dropped by GDI supporters. Pick up this crate and head back for the chopper. You can fly the chopper to the men at the crate, but then it will come under fire from Nod's SAM sites. It is better to move the men to it. After you load the chopper, fly the troops to your base.

With your units returning and your harvester hard at work it is time to shore up your defenses. Nod will attack from the west and strike at the northern end of your base. Build up a couple of guard towers on the western edge of the base and assign a squad of grenadiers to help guard this side. This should take care of the majority of Nod's forces automatically, which leaves you to worry about the Nod base. However, to be safe you should build a communications center and keep an eye on your base. Sometimes things need an operative's hand in order to work properly.

Try Out Your New 'Zooka

Westwood has stated that missions often teach about particular strategies or new units (see the Erik Yeo interview). Here, we learn about the bazooka man.

Remember all those Nod rocketeers that have given you so much trouble? Now's your chance to turn the tables, Commander. Your bazooka infantry soldier with his light TOW is just as ruthless against Nod armor as the Nod rocketeers were against yours.

New toys! Bazookas for all the girls and boys.

...And Gear Up

With your defenses set up to handle Nod's field units, it's time to settle back into military-industrial complex (war-machine) mode. Keep the Tiberium coming in and a mix of units coming out. You may even want to build another harvester, to speed extraction.

Win this scenario with a mix of units, with a good helping of bazooka infantry for destroying armor and turrets. Westwood's intention of teaching operatives about new units is well taken in this mission. Also, consider making two or three engineers (in an APC) if you want to capture some Nod buildings. This will spoil the Nod commander's day (and retaliation options), as well as allow for some neat new S&E's.

You might be tempted to build a repair bay in this scenario. If Tiberium is tight, however, consider forgoing it or waiting until you really need the bay to build it. If the scenario is done correctly, there may not be that many vehicles in dire need of repair.

The repair bay costs $1,200, or the price of one and a half medium tanks. Furthermore, vehicles cost up to half their new value to repair (depending on how depleted they are). This must be added to the cost of the repair bay to get a break-even curve.

Full Frontal Assault

Take down the turrets at the entrance to the Nod base first. Send out a minigunner loss leader followed by armor and/or bazookas (and/or *everything*), as is your wont. Next on today's itinerary: Nod's production facilities (Hand and Airstrip), thoughtfully located right within the entrance for your shopping convenience. Destroy them, or capture them if you want some exotic units (flamers, flame tanks, and recon bikes). Keep your forces from spreading out too much, however, so the buzzards to the southeast stay put. You want to regroup and align your forces for optimal results when slamming this convoy of Nod vehicles.

Don't make any Nod vehicles before dealing with the obelisk. The spire will just laugh and turn them into laser dust faster than the cargo plane pilot can say "bzzzt"!

Because the Nod car park has a full mix of anti-infantry (buggy MGs) and anti-armor (light tank) craft, loss leaders will be, well, lost. Therefore, simply line up all your ground-pounders (heavy on your anti-armor forces), and then let loose. Focus fire to take out individual vehicles ASAP. Drawing vehicles out, or using pre-selected groups to target armor against armor and vehicle MGs against lighter Nod vehicles, can be helpful. Bazookas work great against the light tanks (remember what Nod rocketeers do to your armor?).

After you destroy the SAM sites, GDI has local air superiority and will bring Morelli into the fray asking for a hapless target. Remember that nasty, nasty Obelisk of Light? The one that vaporized Gretchen and Wirzbaski before they could even say "ouch"? Remove a few Nod power plants, however, and watch the obelisk lose its sting.

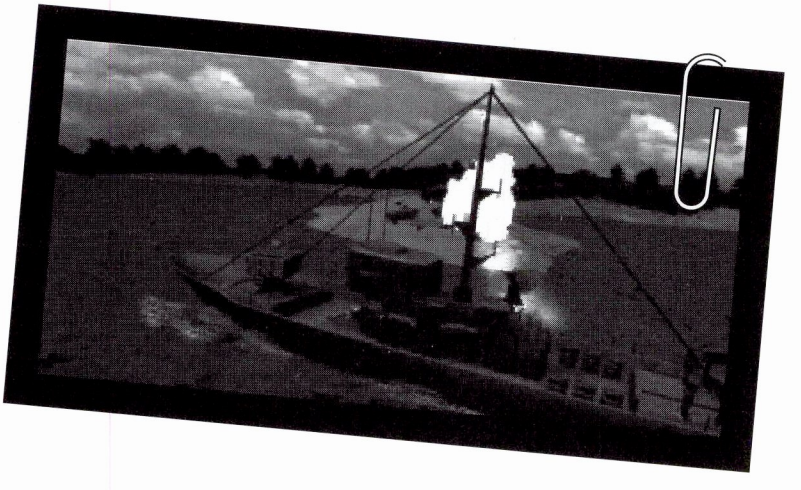
Remember, don't use engineers to capture cheap buildings you can make yourself, simply as an alternative to building them. Engineers cost $500, making them much more expensive than silos or power plants. Use engineers for more expensive buildings that you truly need, or for certain tactical situations.

Three ground support aircraft service air-strike calls this mission; anything within two buildings of the target is fair game.

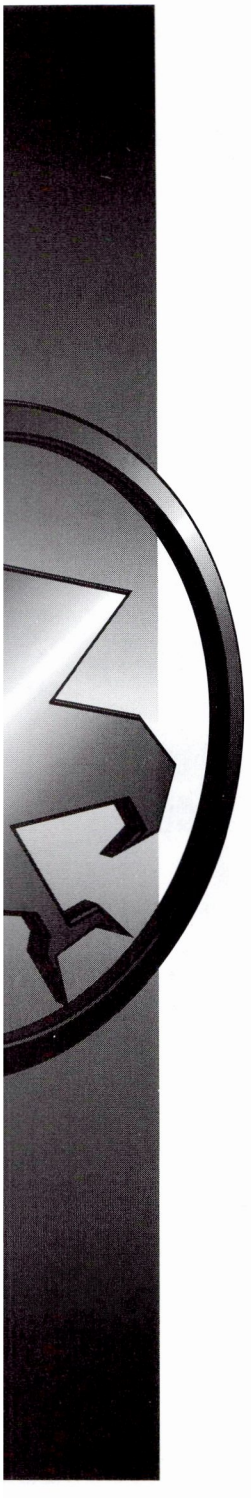
Wrap-Up

You started off running for some turrets and wound up owning the whole field. Standard military tactics removed critical targets and left Nod's base wide open. The new bazooka troopers returned the favor that rocketeers have been giving you since day one. Kane's new laser toy inspired fear but ultimately could be easily destroyed.

You're doing well, Commander. Your skill is commendable. Let's keep it that way, because we're going to need it.

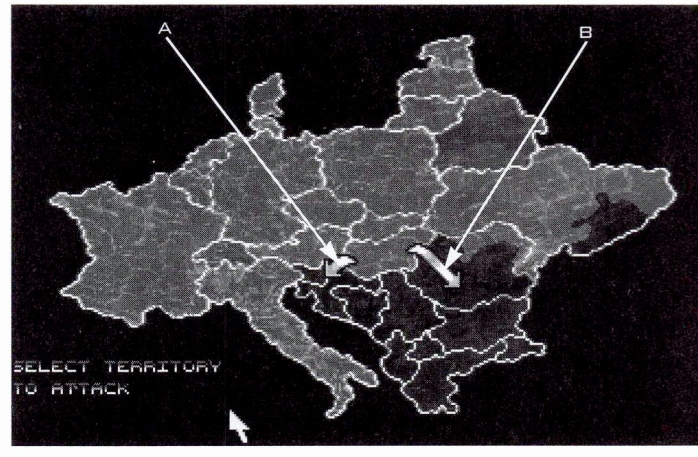


Mission Map: Mission 9



Mission 10

GDI Mission 10A & 10B



Note: Missions 10A and 10B are considerably different and have been written up separately.

Mission 10A: Orca: Compact Killer Whale

Mission Briefing

Sheppard smartly tells you that you've been hustled, along with Kane. The UN was not really against GDI, and Sheppard has actually jockeyed to get even more funding. He shows you and the fly-girls the new Orca VTOL aircraft. You and Morelli are ordered to take them through their paces.

Concentrate on the area around Slovenia, and see what you can scout up.

Summary of Objectives

- Immediately build a refinery.
- Build your base and protect it from Nod incursion.
- You know the drill: Spread out, fend off skirmishers, see the lay of the land, and work your way south to the Nod base. Take care crossing the bridge.
- Use tactics from the previous mission, plus the serious oomph of the Orca, to reduce the Nod base to smoking rubble.

Accomplishing Your Mission

This is another test of your battle management skill, similar to the previous engagement, with one interesting twist: the Orca VTOL missile-ready flying weapons platform. Take these little stingers up for a ride, and then let their fangs down.

Take a bite outta Nod's scruffy hide!

First Moves

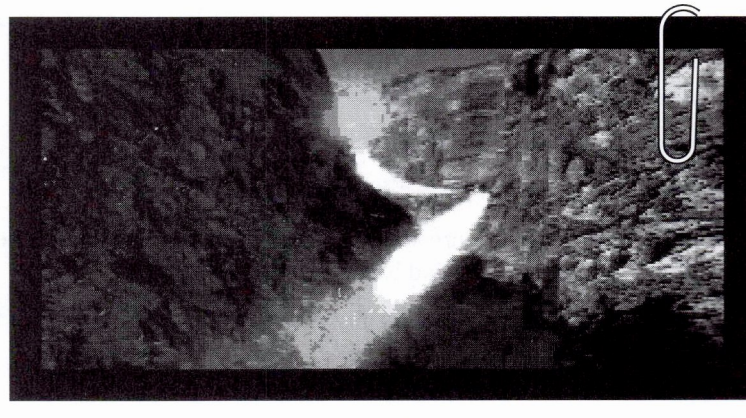
Build your base and deploy the MCY where it starts. Quickly build up your refinery and barracks. After these structures have been completed, start constructing Orcas before you build a weapons factory. Your starting units, supported by the Orca's, will be able to protect your base and harvester long enough for you to build up and properly fortify your base.

Move your troops out! Intel has it that there's a scum base to the south, with a Tiberium field very close to it.

The Little Whale That Can

The Nod commander has set up a large pack of screening forces two-thirds of the way down the map, in the form of light tanks, arty, and some foot soldiers. Send an APC or other unit to sniff them out. Bring support in case they try to follow your re-con unit. Then sic your Orcas on them. You have three of these beauties to play with right away, and with all that Tiberium close by, you should be able to crank out enough to blow those nasty Nods off the map.

Put a dent in the reputation of Nod arty.



Let's take a closer look at the streamlined snapper that is the Orca. It carries five Fang rocket launchers, enough firepower to level a tank. Select your Orcas, and then select the target and let the missiles fly. The Orcas will hover around the victim on their VTOL engines. Your EVA interface saves you from experiencing the panicked realization that a pack of growling, flying tanks has just risen over the trees, on several sides, with all missiles pointed straight at the target. We sometimes wonder whether more enemies die of heart attack alone, with these. Not to fear, though, Commander: The panic is short-lived.

As with the transport helicopter, the rocketeers' little TOW will take a chunk out of an Orca's hide. Orcas are not infinitely maneuverable; if your pilot suddenly finds herself over a pack of Nod rocketeers, it may already be too late. Turning the Orca around or flying it through the TOWs may be too much to ask, and a beautiful little arrow and its pilot will then become rust and bones in some forgotten forest.

Beware the rocketeer.

Some EVA operatives have had problems communicating with (selecting) the Orca when it is on its landing pad. In particular, trying to click the Orca selects the landing pad instead. There are two ways to get around this: First, if the pad *does* get selected unintentionally, you will usually find that the cursor will turn into a selection box if held over the Orca, while the pad is still selected. But the cursor has to be positioned just right, approximately in the upper-left quadrant of the helipad box. If you can see the selection-box cursor instead of the arrow cursor, you can select the Orca. The second method is less precise but works every time: Just lasso the entire helipad and, bingo, your Orca's selected.

Put the Orcas on a selection key for fast access!

Once your Orca is aloft and closing on a target, be ready to pull back if it is in danger!

Annoy and Conquer

You've scouted the upper part of the map and closed the knot on the lackeys guarding the bridge. Make full use of your handy rocket launchers for all engagements. Its long range is a real treat! Then cross the bridge and explore. There's probably a harvester working a field southwest of the bridge, due west of Nod's base. Rush in some armor bouncers and tell that harvester it has to leave. Send some light vehicles farther west across the bridge; there are sporadic reports of Nod troopers terrorizing citizens. As the military fist of GDI and the Free World, give these scumballs your official UN assessment of their actions: signed, sealed, and delivered.

Nod has positioned turrets at the entrance to the base, as usual. And our favorite structure, the obelisk, is right within the entrance.

As in previous missions, align armor or rocketeers around the turrets, use rocket launchers to deplete the target, send out a loss leader, and then watch the turrets blow sky high. Your Orcas are at their best when striking at stationary targets. The three Orcas will easily level most Nod structures. When sending these units in for attacks, make sure that you are striking at targets far from Nod SAM sites. Although not effective against GDI air strikes, SAM sites will easily shoot down slow moving and hovering Orca choppers. Orcas alone can destroy entire bases (but infantry) without the loss of any GDI forces with the exception of the scout. Next in line for incivilities is the obelisk.

Don't you love these little Orca flitters? Sic several on the obelisk and you'll have the Nod commander wondering why he felt so good when it was erected.

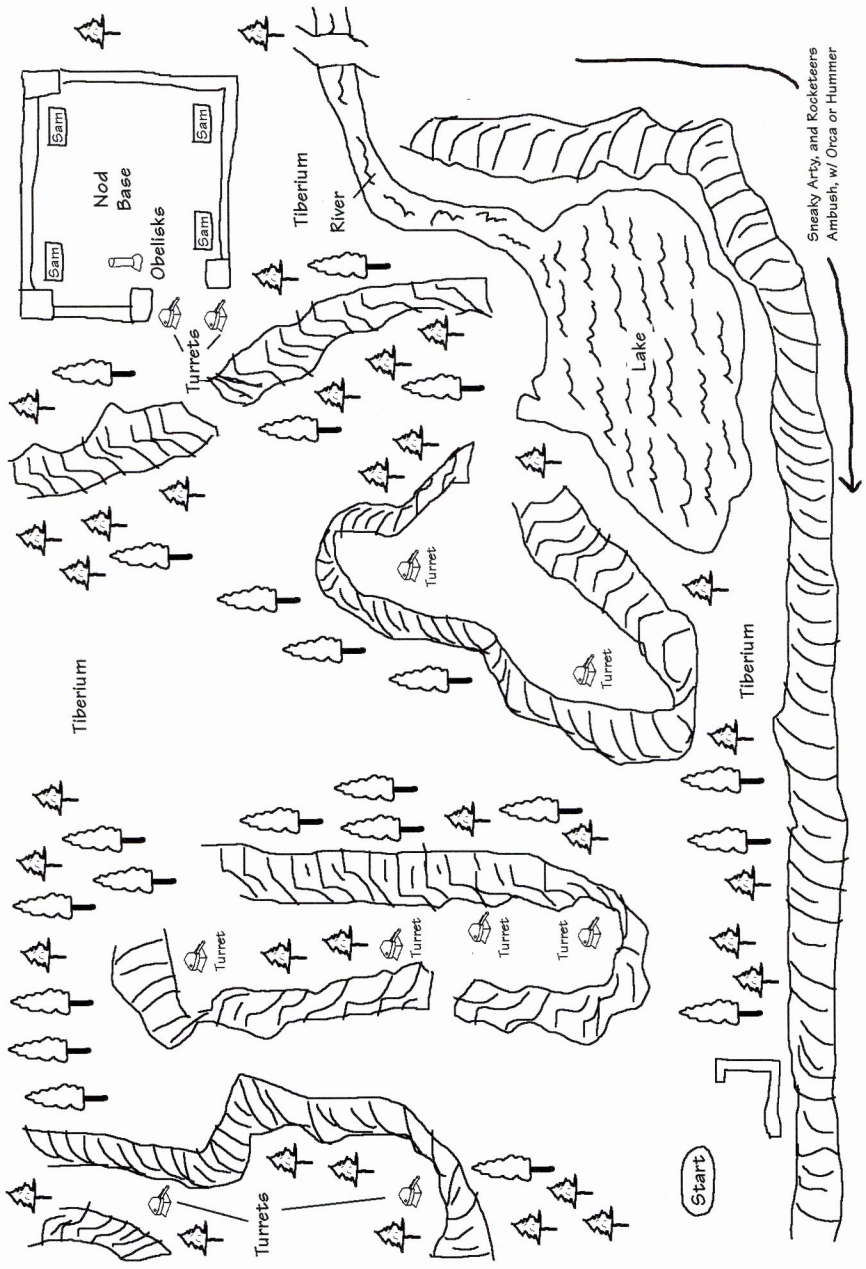
Continue to field your forces intelligently as you enter the Nod base. Move slowly enough that key pieces are not lagging behind but are up front, or wherever you precisely need them. Destroy or capture the Nod production facilities, and be prepared to deal with a pack of infantry, heavy on rocketeers, deep within the base. For these, two cheap loss leaders followed by serious anti-infantry (minigunners, grenadiers, APCs, and/or Hummers) is good. As usual, be careful with your grenadiers. Have them on a separate key so you can pull them back if it gets hand-to-hand.

> *Don't let the "madly maneuvering unit" syndrome bring you down; the drivers need your help badly! As the overseer of this military op, take your time and keep unit disorganization at a minimum.*

Debriefing

It's been a long day on the field of battle. If you've fought well, Nod has lost its fielded forces and its harvester, terrorism is kaput, and the Nod base, including the nasty obelisk, is history.

Mission Map: Mission 10A



Mission 10B: Romanian Revenge

There's a painful lesson" to be learned in this mission: You should have attacked in Slovenia. Hoped you saved your standing and situation at the end of Mission 9. You see, in Slovenia you start out a bounty of Tiberium right next door to your base. Here in Romania, you have precious little Tiberium to harvest. (Don't worry, I'm sure the GDI will take care of your family.)

Summary of Objectives

- Immediately build a refinery to harvest what little Tiberium lies nearby.
- Build two or three Orcas, and then start bulking up your ground forces for a northern assault on the Nod base.
- Move your force through the ravine, running a gauntlet of turrets, and then fight your way over a heavily defended bridge.
- Reinforce your embattled forces before a final, bloody assault on the Nod base.

Accomplishing Your Mission

There's a wealth of Tiberium on the map, but the two rich fields are firmly in Nod hands. You've got your work cut out for you, so don't waste any time. Immediately construct a base and build a refinery. Send your harvester into the narrow Tiberium field due east of the base. Build up your base as normal, but save any extra cash for Orcas.

While you're watching the credits roll in, organize your ground forces and send an Orca or two to begin knocking out the turrets that guard the ravine to the northwest of your base. That's your route to the enemy: up the ravine and across the bridge, straight up the gut of the Nod defenses. The turrets are no threat to the Orcas.

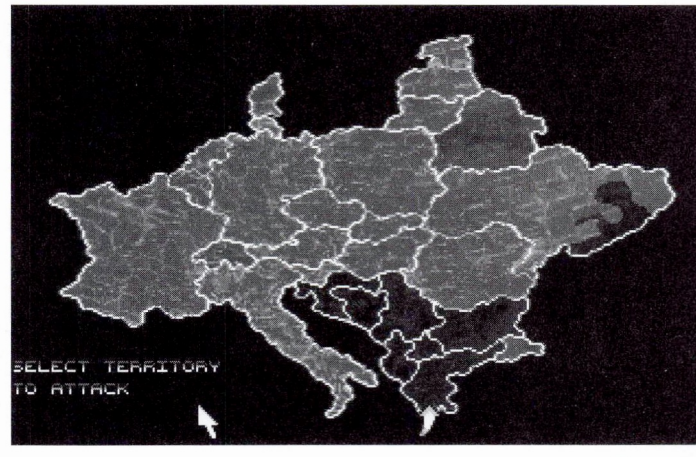
When you've built two Orcas and destroyed the turrets, it's time to rock-and-roll. Organize your ground forces into groups, and then march them up the ravine. Nod forces are massed on and around the bridge at the northeast mouth of the ravine, with a harvester parked on the bridge. As your ground forces approach the end of the ravine, call up your Orcas and order them to attack the Nod units in support of your ground assault. When your troops exit the ravine, quickly disperse them over the open ground in front of the bridge and open fire. With the Orcas providing cover, you should make short work of the units guarding the bridge. Now it's simple: Take that Nod base.

As you make the run up the ravine, keep building ground forces, and maybe another Orca, until you exhaust the Tiberium field. Bring whatever reinforcements you can muster to help mop up Nod units at the bridge, and then regroup for an attack on the Nod base. Use the tactics discussed in Mission 10A for assaulting the base. You'll probably lose your Orcas to the SAM sites guarding the base, but the Orcas should be able to destroy the obelisk before they fall.

Mission Map: Mission 10B

Mission 11: Spy in a Jam!

GDI Mission 11



Mission Briefing

The stakes have risen. An operative, code-name Delphi, has vital information on Kane's research center and a top-secret Nod convoy to Bosnia. Kane's injecting Tiberium into human guinea pigs!

Land on the beach, fight your way through Nod forces, and link up with Delphi—if Kane hasn't already killed him.

Mission Objectives

- Maneuver past Nod defense on the beach.
- Build a base.
- Eliminate Nod forces.
- Destroy Nod base.
- Fight your way through Nod forces to rescue Delphi.

Accomplishing your Mission

This war has gone on long enough. Delphi's got some important info about Nod, and GDI HQ hopes it will mean a quick end to this whole nasty business. We've got a spy to rescue, and some Nod to wipe off the map, Commander.

First Moves

Your first move must be to get the hell off that beach. Don't bother trying to take out those turrets. Your troops will get chewed up in a hurry, especially when the Nod tank rolls up the beach behind your units. It may not sound heroic, but you'd better run for it. Order your units to skirt past the turret to the right, then scramble behind it and into the ravine running to the northeast. Give the same orders to the MCY as soon as it lands on the beach. The turrets are notoriously inaccurate, so you probably won't suffer too many casualties. More importantly, you'll get your MCY off the beach in one piece.

When you reach the clearing north of the ravine, move the MCY slightly north and begin building your base. Remember that tank? It's charging up the ravine behind you. Turn your infantry at the mouth of the ravine and let him have it. They'll do the job, but it will be costly. Be sure to write to the mothers of these brave lads.

Camping Out

Begin building immediately on the usual suspects: Refinery, Barracks, Weapons Factory, then probably a second Power Plant, then Comm Center, and Helipad. Your run past the turret gauntlet probably decimated your tiny force, so get to work quickly to build units. Build infantry first to defend your vulnerable base against the probing Nod attacks. Then turn your attention to vehicles. I know, you're running out of cash. You'll have to sit tight and be patient until the credits start rolling in.

Have your forces scout out the map, sending Hummers east and west. Nod is located along the north edge of the map on a raised plateau, with the only entrance in the northwest corner of the map. Trouble is, that's where Delphi is, too. He's waiting at a village in the northeast corner of the map. The only path to Delphi leads straight through the Nod compound.

Near the entrance to the Nod base, find and kill his harvester as soon as possible. Bring a standard mix of infantry (including bazookas) and armor, as is your wont. By now, you know the drill: We have to be able to deal with both infantry and armor. As a secondary but

important goal, also build one or more Orcas for when we attack Nod's base. Two or three is a good number.

An alternative to deploying your MCY in the first clearing is to build closer to the action. There's lots of open space in this map, including another clearing to the northwest, closer to Nod's entrance. You're welcome to take your whole team farther northwest and, if no serious resistance is found, deploy. Don't spread your forces too thin if you do this; however. Keep a contingent near your fledgling base, until much of the area has been scouted and is secured. Then, move your forces toward the entrance to Nod's base, to contain anything he might try to throw at you.

A compromise, or another option is any scenario with perimeter fencing, is building fencing from your base to somewhere else that you'd like to make facilities. In this particular scenario, depending on just where you initially make your base and how far you'd like the fencing to extend, it will take you 20–30 sand bag increments to get near the entrance to Nod's base. (Remember to build smart: You'll need a lot of diagonals to the northwest here, and there's no need to fill the squares of the diagonals if you're only building to extend facility placement.) At $50 a pop for roughly 25 pieces, that's about $1,250 to extend your base. Not cheap, but not outrageously extravagant. Especially in this scenario, though, where MCY deployment is not a done deal, you would want to try to move your MCY closer already, as opposed to laying fencing, if you want to get up close and personal. But don't fool around too much. Try to keep your MCY moving to *wherever* it's going to deploy ASAP; we need that Tiberium. And *never* let your MCY be endangered, or you could lose the whole shooting match in one fell swoop. Make danged sure you have a serious flock shepparding your MCY as it's moving into potentially risky terrain, and tell the MCY driver to pull back if it looks dicey.

With your production infrastructure in place, it's time to gear up for "The Main Event." Make the mix of forces you're comfortable with. A suggestion would be 2 Orcas, several medium tanks, a couple APCs, 4–5 bazookas, several grenadiers, and a few minigunner loss-leaders. While you can buy Orcas separately from pads, you might not want to do this (unless one is killed). It saves a lot of hassle for rearming the Orcas, if each has its own pad. If you're strapped for cash, though, only having one pad will save some money.

Damage to your MCY shows up in your construction yard, slowing the building of all structures. It's an expensive facility to repair, and it builds a lot of expensive things, that take substantial time to make anyway.

Let's Nod Off

We've fielded our base, cleared much of the map, and built an anti-base team. Buckle your seat belt, 'cuz we're going in.

The Nod designers are up to their usual tricks with this base. Two turrets and an Obelisk of Smite will ask for your card at the door. Pull out the usual loss leader tactic, or have two Orcas card *them.* Or should that be discard.

The real fun lies within. Mr. Nod has been making a few notes and has stocked this bar with a full complement of the finest units. Packs of arty, rocketeers, minigunners, flamers, flame tanks, and light tanks are all lined up down Main Street like folks trying to get Stones tickets. Set up your pre-selection keys and put your Killer Airdales (Orcas) on Key 1. With good coordination, it'll be like dogs chasing a cat up a tree. One small detail for Nod, though: No tree.

use ground-bounds for the rocketeers!

Once you've fought your way through the Nod base, achieving the primary objective is almost a disappointment. There he is, waiting patiently in the village just east of the ruined Nod base. When you reach Delphi, your day is done. Load him into a transport and finish the day.

Fine Day for a Massacre

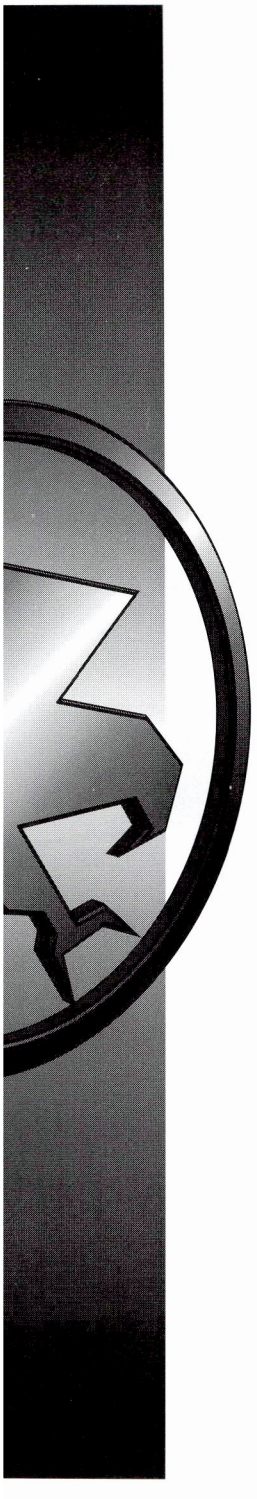
We've done it again: Forces fielded, support infrastructure in place, war machine jump-started, and one Nod commander laid to scumball rest.

By now, you should be falling into a good rhythm of which forces are best to field against which threats. Approaches and threat assessment should be becoming second nature.

In case you are not yet using them, let me make a plug for using pre-selected groups. If you think you're in a rhythm already and aren't using assignment keys, you ain't seen nothing yet. If you're quick on your feet and can use group selection on the fly in the heat of battle, your Nod opponent's gonna have one sorry look on his face when you come over the hill. There will be a torrential storm of metal and men that don't quit until the last rocket is fired at a no-longer-existent Nod vehicle driver.

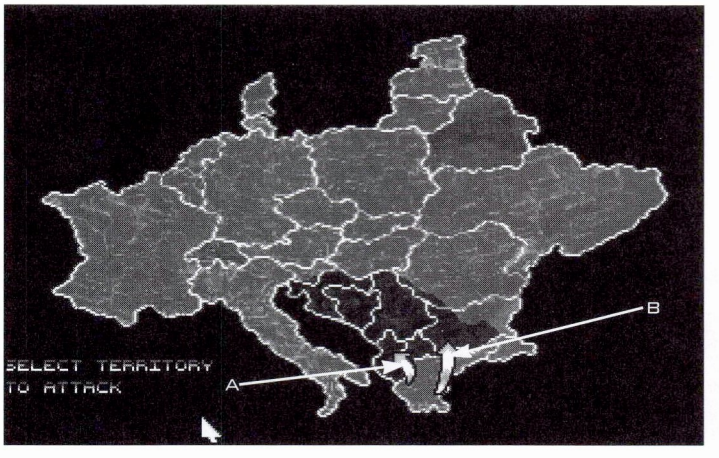
We've got their number!

Mission Map: Mission 11



Mission 12: To the Rescue

GDI Missions 12A & 12B



Note: Although the objective is the same in both 12A and 12B, the maps and strategy differ. These two missions have been written up separately.

Mission Briefing

General Sheppard needs your help badly. Kane has discovered where GDI is hiding Moebius, and he's throwing everything at us but the kitchen sink to get him. You have to mobilize a strike force, rescue Moebius, and get him to a rescue chopper. Moebius may be crazy, but he holds the key to the Tiberium riddle. Good luck.

Mission 12A

Mission Objective

- Get Moebius aboard the rescue chopper.

Accomplishing your Mission

The impetuous Kane does not let up on important objectives. He's got Moebius cornered in a smashed-up GDI base. He knows we're coming and must have heard about your skill—the clock is ticking, and there's a serious gauntlet to run.

Don't let Moebius's insight be torn from the free world and perverted by that scumbag Kane!

Chopper Flambe

The mission opens just outside the GDI base, with your strike force moving in from the south. It's a light mix: four grenadiers, a rocket launcher, a mighty Mammoth tank, and usually a medium tank is thrown in for good measure.

Moebius has his helicopter ticket in hand and he's waiting in the GDI camp. The rescue chopper is on its way. But Kane and his boys are ready with an ambush.

The Nod camp is situated in the northwest corner of the map, but your immediate concerns are much closer to home—four SAM launchers along the river that rings the GDI base. Unless you destroy the SAMs, the rescue helicopter doesn't have a prayer.

GDI units arrive on the scene one at a time. After your ground forces get there, the transport helicopter will show up to whisk Moebius to safety. Unless you act quickly, those SAM launchers will blast the chopper in seconds. Protect that chopper until Moebius can get on board, and you'll steal a quick victory. Your only orders are to get the doc outta there; you don't have to shed any Nod blood.

That damned pilot must be a rookie, though, because he won't stay out of the air long enough to arrange a quick rescue. You can try to order him to move to the south, as far away from the action as possible, but he'll take off again and get swatted out of the sky by the SAM

launchers. He'll eventually land in the northeast corner of the base, but this idiot will take a few sightseeing tours first, and the helicopter will soon be toast.

The chopper is doomed, but dammit sir, you've got to try. All GDI forces will immediately move into the base, but you'll have to override those orders and launch an all-out attack on the SAM sites. An APC loaded with grenadiers gets to the scene first. Order him to move to the northwest, near the river, and unload the troops. After ordering the troops to attack the nearest SAM, move the APC just east of the bridge to open fire on the second SAM site, just northeast of the first SAM. On the way, the APC will pass close enough to the base to activate it. Immediately start repairing the guard towers and the repair bay.

While you've been turning on the lights at the base, your other forces have been arriving. Time is critical, so move away from your work at the base immediately when another unit arrives. Order the rocket launcher, the second unit to arrive, to join the attack on the first SAM site. When the Mammoth shows up, send the big guy north to work on the second SAM site. The moment the first SAM launcher goes up in smoke, direct every unit you've got to join in the attack on the second one.

You've eliminated the immediate threat, but don't celebrate just yet. There are two more SAM launchers left. They're further northeast, but they can still bring down the chopper. Move everything you have over the bridge and hit the third launcher, concentrating firepower to kill it as quickly as possible. If you can save the first rescue helicopter, you deserve a ticker-tape parade and a presidential nomination.

Let's Try Plan B

You can't save the first helicopter, but don't worry. Another chopper will follow—as soon as you kill every Nod SAM site on the map! Take the time to regroup, repair, and replenish your forces. You're going to need them.

Those repairs cost money, and you've got no source of income, so choose your repairs carefully. Fix the guard towers and the repair bay first, then repair the communications center so you can keep tabs on the Nod forces.

With no money flowing in, you're going to need that cache, so send a few units due north across the bridge, then east across the river again. In the village you'll find two Noddie boys holding a group of civilians at gunpoint. Being a defender of freedom, you'll naturally want to waste the Nod trooper and free the innocents. Now grab the cache and head back across the river to rejoin your comrades.

If you haven't killed all four SAM launchers yet, take 'em out now. You've got another chopper waiting to join the party, so maybe you can redeem your earlier failure by protecting this one. The area along the river should be pretty clear by now, except for a few Nod ground troops. Secure the area, wipe out the SAMs, then pull back to your base to get ready for some real fun. Above all else, protect your rocket launcher and the Mammoth. These babies can't be replaced; pull them back if they fall to 50 percent damage.

Spend your 6,000 or so credits wisely, because that's all you're going to get. Go for a couple of tanks, a dozen grenadiers and bazooka guys, along with plenty of minigunners, plus APCs to get them to the action. While you're cranking out fresh units, repair any forces damaged in the SAM action.

On to the Nod Base

While you've been patching up the base, Nod forces have been streaming south out of their base. They're slow to get started, so you have plenty of time. When you've spent all your credits, it's time to move out. You've got lots of Nods to kill. Leave a minimal force to defend the base, maybe a tank, a Humm-Vee, and a few minigunners. With the guard towers, you should be able to hold off the half-hearted attacks on your base.

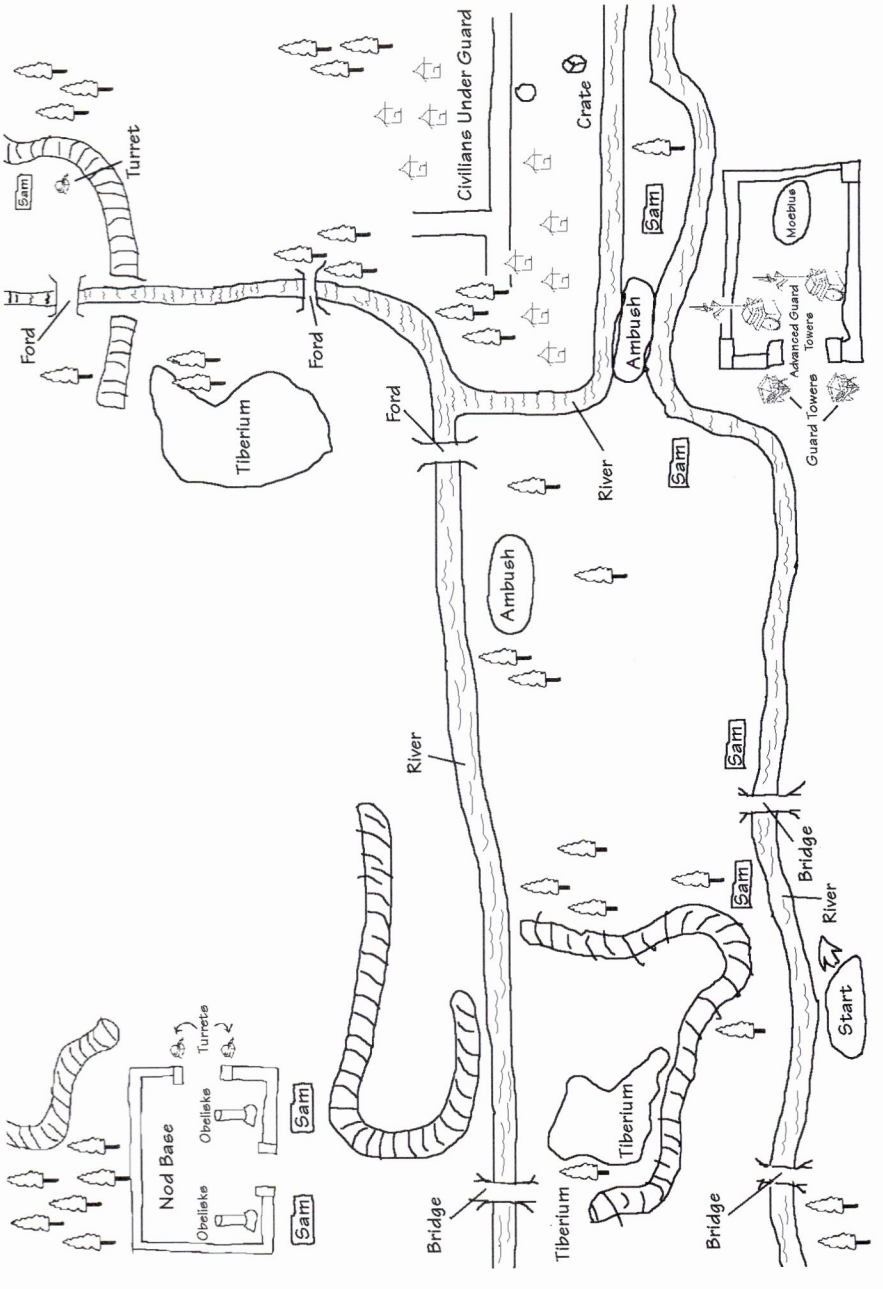
The Nod base lies to the northwest, with your possible approaches from the east and south. Your foray to pick up the cache should have cleared Nod units to the north of the GDI base, so that's your best best. Mass your forces and head north.

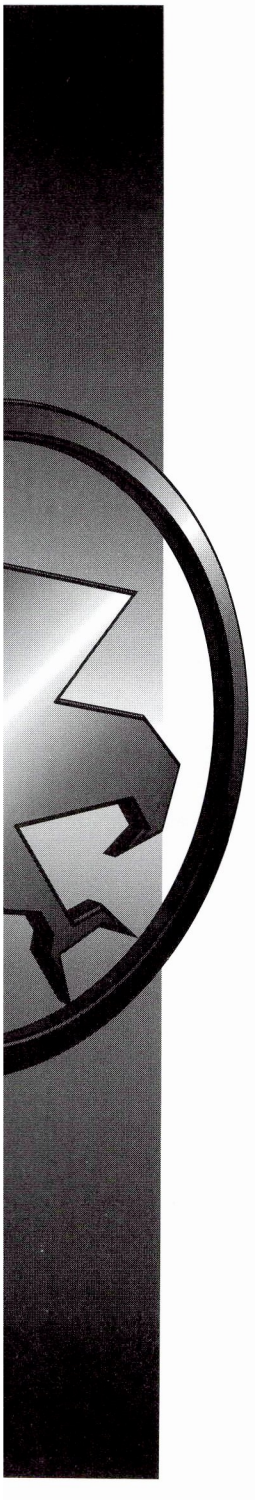
Obelisks and a pair of turrets guard both entrances to the Nod base, so be prepared to lose some troops in a direct frontal assault. Let those expendable minigunners lead the way, with armor pounding the obelisks while you sacrifice those braves troops. Once you get through the gate, you've got another obelisk to dispatch. Your minigunners are probably history, so throw everything you've got against the obelisk. Don't ignore the construction yard; you don't want those obelisks to make a second appearance.

If you brought any of those engineer fellas along—and they're still moving—try to seize the Nod refinery, barracks, and air strip. You need to crank out some more troops to finish the job. Seize these facilities and you've won the day. You still have to clear the map of all Nod forces, but now you can take your time and mop up.

> *Anytime that you can load Moebius onto a transport helicopter, do it! This is all you need to do to win the mission.*

Mission Map: Mission 12A





Mission 12B: Clean Sweep

Mission Briefing

Moebius is trapped in a battered GDI base that's threatened by a large Nod contingent. Secure and repair the GDI facilities, build an assault force, then move onto the Nod base. When the rescue helicopter arrives, get Moebius out of there!

Mission Objectives

- Destroy all Nod forces.
- Rescue Doctor Moebius.

Accomplishing your Mission

Your mission is the same here, but this Nod base is a tougher nut to crack. Except for the base itself, the map is surprisingly clear of enemy forces. That makes for a simple—but not easy—mission. Assemble a strike force and take that base. The rescue chopper will show up only when you've killed every Nod unit. The GDI base lies in the southwest corner, with the Nod camp in the northeast corner.

Secure the Base

Once again, you're given a rocket launcher, a medium tank, a Mammoth tank, and a handful of grenadiers to get the job done. And you're faced with the same maddening task: protect that chopper from SAM attacks. While your forces are trying to take out the SAMs, begin making repairs to the essential facilities: power plants, barracks, repair bay, weapons factory, communications center.

Fortunately, these Noddies are real homebodies. While you're building a strike force and repairing the GDI base, the Nod units will stay inside their base. After you've lost that chopper, go ahead and knock out the SAM sites along the river just north of your base.

Pay a Visit to the Nods

That badly needed cache is on the plateau in the north-central section of the map. You might want to thank the brass back home later for dropping the cache right next to a turret, but you should be able to grab it without suffering losses.

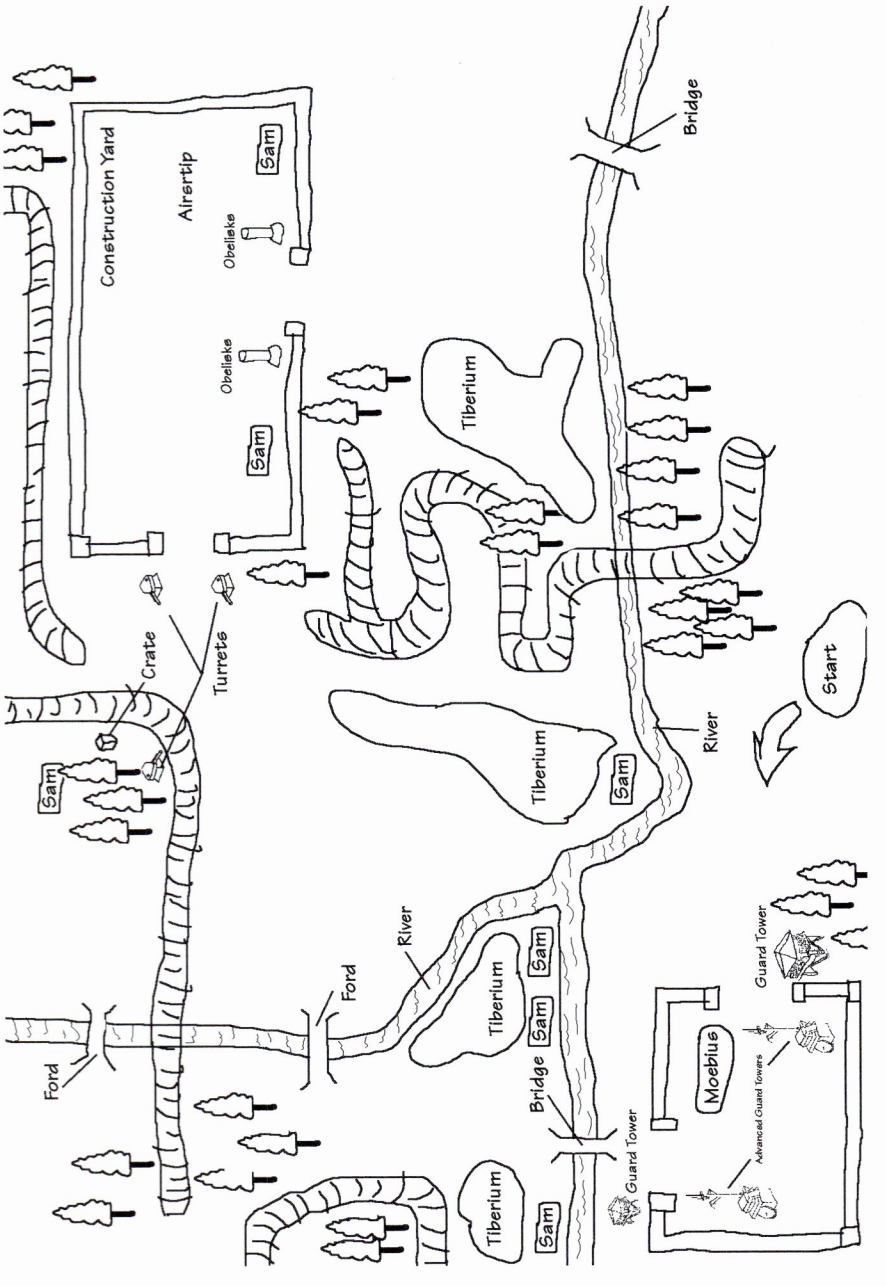
The Nod base has two entrances, to the west and to the south. Forget about the southern approach; that gate is guarded by a pair of obelisks. At the western gate, there's only one puny obelisk to worry about. You'll have to kill them all, of course, but if you attack from the west, you won't come under fire from all three at once.

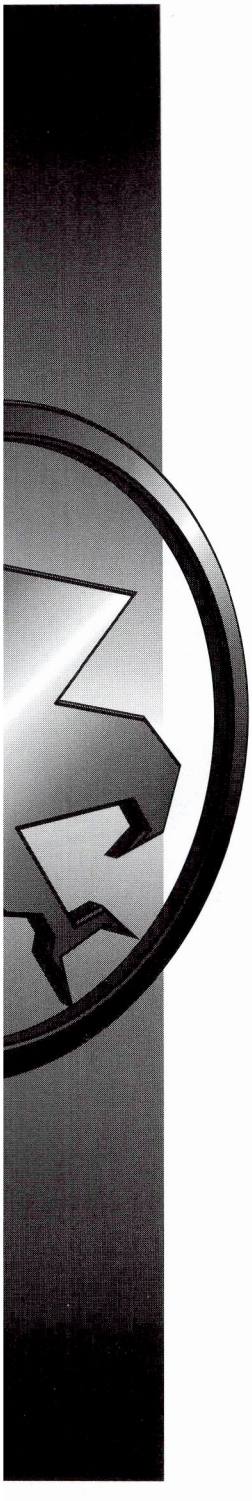
After using loss-leader tactics to knock out the first obelisk, it's a free-for-all. While you battle the obelisks, try to sneak some engineers around to capture some Nod facilities. You need the construction yard first, but it's tucked away in the northeast corner of the base. Take it at all costs to prevent the Nods from rebuilding those nasty obelisks. Grab the Hand of Nod next, followed by the air strip.

Survive the obelisks, seize Nod production, then wipe out all resistance. Tough assignment, huh? Guess that's why you're the hero.

> *As with Mission 12A, load Moebius onto any transport chopper, at any time, to win the mission.*

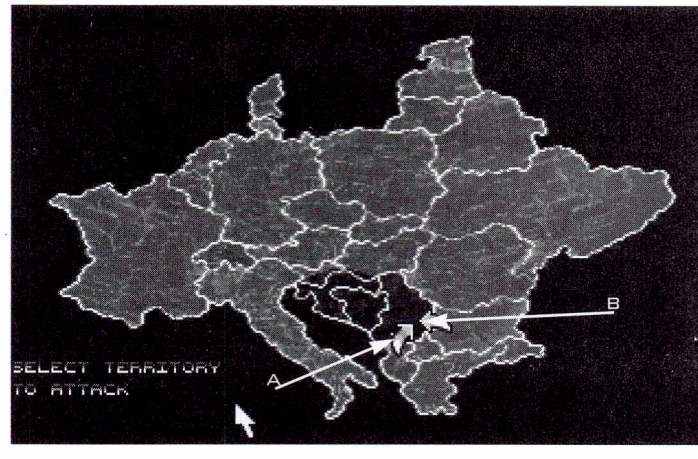
Mission Map: Mission 12B





Mission 13: Eliminate Kane

GDI Mission 13A & 13B (identical)



Mission Summary

We've located Kane, Commander. He is at his research facility supervising experiments injecting humans with Tiberium. Take a force and eliminate the facility and Kane.

Mission Objectives

- Construct a base of operations.
- Build a sizable strike force.
- Locate the research facility and destroy it.

Mission Overview

This area is fortified well by Nod—be careful and move slowly. Remember that caution and sound strategy will win the day.

Setting up Camp

Immediately start your whole force heading west. Move quickly and protect the MCY at all costs. Keep your infantry out of the Tiberium and only fire upon Nod units when *absolutely* necessary. There is no sense in advertising your presence!

When you reach the west side of the battlefield, move the MCY south and deploy your construction yard in the southwest corner of the battlefield. Begin building the usual structures, power plant, and then a refinery. Build the power plant east of the construction yard and the refinery directly north.

While you are building, arrange the rest of your force in a protective umbrella around your structures. Place the Mammoth in the lead, directly north of the Tiberium field next to your base. Arrange the rest of your units around the Mammoth, allowing for north and east coverage. Select all your armor units (Mammoth, medium tanks, and rocket launchers) and put them on a group key for faster access. Focus fire on any Nod unit that ventures into your units range, but don't go looking for trouble just yet.

Ring Around the Tiberium

As soon as your refinery is built, your harvester will begin gathering Tiberium from the field east of your base. Begin building sandbags out from your refinery along the northern edge of the field. At the far eastern end build as close to the water as possible, making it difficult for Nod to squeeze in. Now your harvester is adequately protected and you can relax for a moment while you rake in the credits.

Don't relax too much! Plenty of Nod surprises still!

As soon as your treasury is built back up to about 3,000, build a communications center and another power plant. The harvester should have an area cleared out just east of the first power plant. Build silos as needed to hold excess Tiberium.

Consider building an advanced power plant.

While you are waiting on your new structures, send your Hum-vee out to explore the Tiberium field to the north, and the ridge to the northeast. Keep an eye on him and keep him moving, Commander. There are still plenty of dangers out around your base!

> *You might also want to bring your armor division inside your sandbags, but be warned: Rocket launchers frequently miss their targets, causing much damage to your wall.*

The next step for your base is to build a barracks and then a few guard towers. For maximum effectiveness, place a single advanced guard tower next to your refinery to help repel nasty Nod armor and infantry. The long strip of Tiberium to your east will act as pesticide for any

uninvited Nod infantry that try to crash your party. Keep your eyes on the radar, however; armor and buggies tend to try that route from time-to-time. You may want to place a single tower along the sandbags just in case.

> *If you see the Nod harvester, resist attacking it. If you do attack it, the Nod base will send reinforcements, causing you more causualties than the harvester is worth.*

Again, take a break and let the money roll in. Focus fire on anything Nod that comes close. If any of your vehicles have been damaged you may want to make use of a repair bay. Build it inside your base where it will be well protected. Don't neglect that guard tower, Commander; repair any damage it takes as well.

Reaching Out

Once your treasury reaches 3,500 credits or so, it's time to go after the Nod base.

Begin building sandbags along the east side of the Tiberium field to your north. Build sandbags all the way to the north edge. This area will see a lot of action and the GDI tacticians don't recommend sandbags in hot areas. Reinforce the north end of the sandbags with a concrete wall running perpendicular to the sandbags (east/west). Span the wall from the center of the Tiberium field to the trees by the ridge on the east. Leave a small channel next to the ridge for the Nod harvester to go back and forth. (Trust me, Commander, it will have its use.)

Now take your Hummer up and around the north area, scouting out any waiting Nod units and luring them through the new choke point you have created. Use your waiting armor units to make mincemeat of any Nod brave enough to follow your Hummer. Any other units may have to be approached directly. Move your armor north, but not too far north. Again, ignore the harvester. You aren't ready for a full Nod strike yet, Commander.

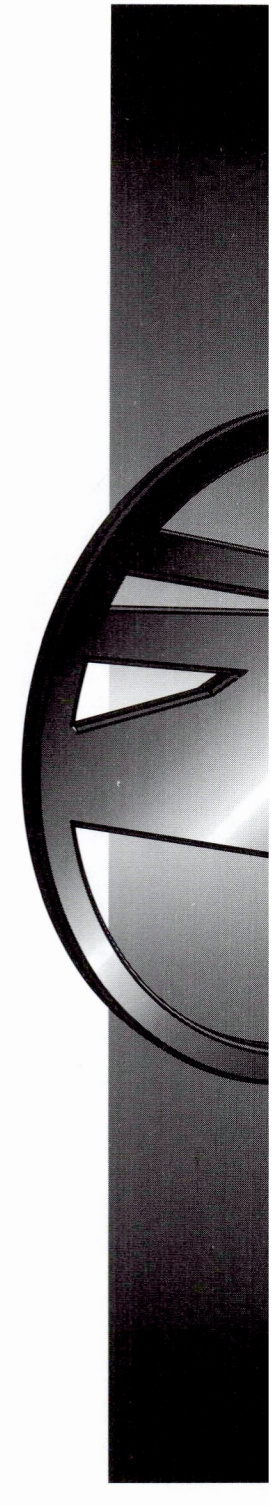
Front Door Guard

Now that the north is fairly clear of Nod, build two advanced guard towers along the concrete wall. One should be right outside the trees to the east, the other right next to the sandbags running up the Tiberium field.

Remember that path for the harvester? Let him come through (south) one last time, then block off the return path. Let your towers have the harvester for breakfast when he tries to come back. Although the towers should be a match for any Nod units that try to crash your wall, you will want to keep an eye on their damage and repair them and the wall as necessary. Now, move your Mammoth up north to cover the hole at the west side of the Tiberium field.

Clearing the Air

Now it's time to get our air power involved, Commander. Start building a Weapons Factory. While it builds, send your two rocket launchers and medium tanks up along the northern ridge (north of the first Tiberium field).



On the other side of the ridge you should be able to quickly find two SAM sites, one on the west end of the Nod base and one on the east end. Divide your force in half and begin pounding away on both sites.

Be careful on that west site—it's too close to that turret for comfort!

Although it isn't necessary to destroy the SAM sites, it will make Orca flights much easier if you decide to use the flyers.

Place your completed Weapons Factory outside the junction of the two sandbag walls. This is far enough from the front to protect any units you build, but without major obstacles for speedy deployment. Once your treasury can support it, build an advanced communication center and get the Ion Cannon charging.

Warning: Intelligence indicates that teams of Nod engineers are massing to be airlifted into your area. Don't let any of these pests into your base, Commander.

After the SAMS are destroyed, mass your armor and infantry at the north end of your compound (by the north guard towers). Use a loss leader infantry to draw the two turrets' fire (one on each side of the entrance to the Nod base) and use your armor to focus fire and blow the turrets into their base components.

At some point the harvester should be redirected to the northern Tiberium field. Perhaps build another harvester to speed production?

You can build a helipad or two and use Orcas to destroy the turrets too, but this is much more costly, and Nod rocketeers around the Nod base will make short work of the Orcas.

While you are taking out the turrets, build an APC and a handful of engineers. Load the engineers aboard the APC and bring it north to the Nod base.

Crashing a Nod Party

Bring your Hum-vee north and run into the Nod base for a look-see. If your Ion cannon is charged, use it to fry the group of Nod infantry outside the Hand of Nod. If not, roll your armor in and chew them up. During the confusion, run your APC into town, unload the engineers and capture as many structures as possible. Start with the Hand of Nod and a few power plants for good measure.

Directly behind the Hand of Nod looks like a good place to deploy the APC.

After capturing buildings, prepare for some Nod guests from further north. Arrange your armor to protect the same gates you just crashed. Sell the barracks at your base and use the Hand of Nod to make more engineers to capture the remaining Nod structures. Each silo you capture should yield at least four times the cost of each engineer.

Destroy or capture and sell the Nod refinery. No sense luring the harvester crew up here.

Now you can make the base a little more like home by building your own sandbag walls to insulate youself from the Nod interlopers. Build a few protective walls inside the compound (and across its mouth) and then build a wall outside the gates and up the east edge of the ravine heading north (where the Nod troops are coming from).

The next step gets a little tricky, and casualties are likely. You will probably want to build a repair bay in the center of the captured Nod base to help keep your units in shape. Sell your other repair bay to help offset the cost.

Northward Ho!

Run a line of sandbags as far north as you can, staying within previously explored territory. Then, inch your armor division forward a bit to reveal more of the landscape. *Be careful!* There is plenty of Nod firepower that is waiting to see a GDI unit.

Repair your Hum-vee if necessary and run it all the way north to see the mouth of your next objective—the northern Nod base. Be prepared to have him do a quick about-face when you hear the Nod obelisk warm up. One shot and your Hummer is toast, so watch it. Find the corner of the Nod base and move your Hummer back inside the safety of your walls.

Rocket launchers can put as many holes in walls as Nod does, keep them focused on enemy clear of the walls.

Build your sandbag line up the east side of the passage to meet the concrete wall of the Nod base. A Nod harvester travels to the Tiberium field in the extreme northwest of the map. By running this wall up to the Nod base you have created a safe passage up to that same field overlooking the Nod base, and have cut off one Nod Tiberium supply in the bargain.

Shellshock

After your armor has been repaired, move all units north and then west onto the plateau in the northwest corner of the map containing the Tiberium field. Hug the western wall of the ravine to ensure your units do not fall prey to the turret or obelisk inside the Nod base.

Once you have reached the Tiberium field, proceed to the east edge of the plateau and use your armor units to assault the Nod power plants. Destroy as many as you can (Nod will rebuild), then use the Ion cannon to destroy the obelisk.

Now return your armor for any needed repairs, and prepare for the final assualt.

Final Assault

Mass your armor in the narrow ravine between the captured base and the Nod base. Build an advanced guard tower, but do not place it yet. Build a handful of infantry, especially bazookas, and a couple of engineers. Load the engineers and a few infantry into an APC and have it meet up with the armor.

At this point Nod should have a lot of units waiting outside your sandbag walls. Let's take care of them, Commander.

Place the tower along the wall, sell a northern section, and focus fire with everything you have on anything that comes through the hole. Don't forget the turret and SAM site when you are done.

There should be a nice sized hole in the side of the Nod base; use this hole to run your APC up to the Nod runway. Unload the troops and have the engineers take it as your own. Follow the APC with the rest of your armor as cover.

Watch out for turret and obelisk on other side of entrance. Lack of power plants should render the obelisk inoperative, but why take chances?

Might as well try to capture the Hand of Nod as well. No use letting Nod pour more troops at you. Use your armor to destroy everything else in sight. It's not quite as easy as it sounds—there are a lot of Nod units camped out inside. Use your units wisely, Commander, and rule the day.

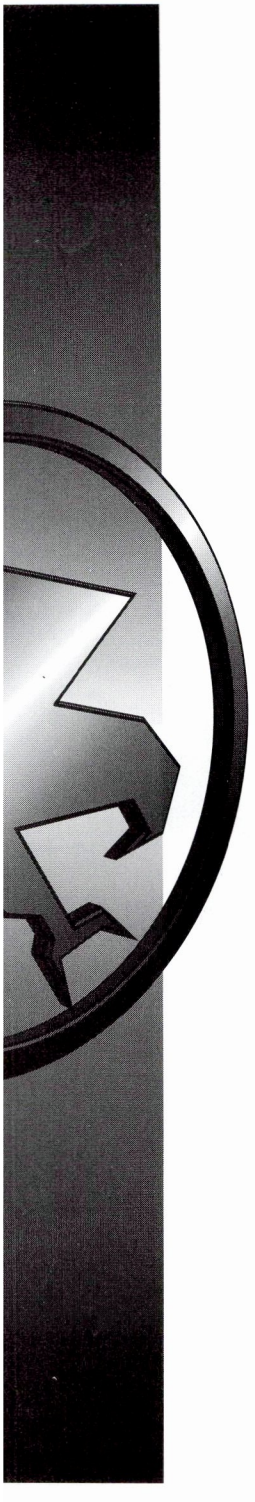
Bye, Bye, Kane

Now all that's left is the research center. There are two turrets on the north side of the Nod base; use standard loss leader tactics to take them out. Then send a lone rocket launcher or Mammoth up north and slightly east. You should see the research center on a plateau overlooking the east side of the base. Fire a few rockets and take it out. Goodbye Kane!

Only worry about the northeast turret. The northwest turret can't hit units that stay to the east.

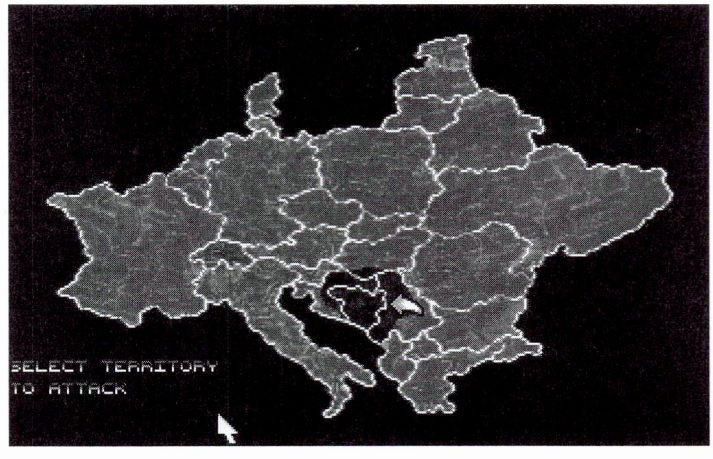
Show off the impressive GDI technology by using the ion cannon on the research center if you like.

Mission Map: Mission 13



Mission 14: Gone Fishin'

GDI Mission 14



Mission Briefing

Sheppard apologizes: Kane ducked out of the research lab when GDI lost its satellite feed. With his usual cool, crisp delivery, Sheppard tells you, "He's slippery—but his days are *numbered.*"

Nod troops are squeezing through a ravine, apparently trying to regroup with prime HQ. If you're quick enough, you can pick off the entire Nod column as they roll through. Meanwhile, our field strategists are plotting the location of Nod's main base.

It's *fish in a barrel* time, Commander!

Mission Objectives

- Take out the arty lying in wait just beyond the first bridge.
- Haul butt to get behind the second bridge. We've got a hellacious ambush to perform!
- Eliminate all Nod units.

Accomplishing your Mission

Delphi's convoy data paid off, and Sheppard's giving you a well-earned free-for-all. The spook bought GDI the time to airdrop a sizable fighting force near a Nod convoy. Play this one carefully, and bring all of your pieces home.

Opening Moves

Move fast to get into good position to ambush his troops. Immediately get your two medium tanks and Mammoth going due east, regrouping just below the bridge. Keep the rest of your troops moving *behind* the Mammoth. Don't get into a traffic snafu with the big beast; he's a vital element, and there's a lot of ground to cover.

As soon as your tanks are just south of the bridge, head north. Moving each piece individually is suggested, to make sure no dancing occurs. Often, the dozing arty waiting on the ridge north of the bridge will not open fire until all three of your tanks are in range. They drop like flies to this combined firepower.

Don't stop to clean up any arty crew left behind—*move out!* We need to get everyone in position behind the second bridge before the convoy gets there. There is a third arty on the same ridge that usually moves away before the firing starts; should it rear its ugly barrel, take it out only if a quick kill is certain. This thing can knock big dents in your vulnerable missile launchers; meanwhile, we have no time to dawdle.

Move everyone due north, then due east. Get across the second bridge and set everyone up for a royal shooting match: Plunk the Mammoth in the middle of the bridge to block it, and put your medium tanks and missile launchers where they can do the most damage. Try your best to arrange the other pieces, but there won't be a lot of maneuvering room left.

Toll Bridge Ahead!

The fighting will be fast and furious, and the loser shall be he who is less coordinated. It's focused fire at its best or worst, depending on whose side you're on. But hey, we're the good guys, the side that always wins!

Despite the nice setup, you will still take quite a pounding unless you work the mouse fast. Try to have your tanks on one pre-selected group, and focus them on the worst threat in range. Be *very* careful not to focus on anything out of range, so that they don't start jockeying around. Meanwhile, have your missile launchers focus on things like arty and flame tanks that can do a lot of damage, *before* they get in range. This also reduces the chance of badly aimed missiles hitting your Mammoth.

Soon, all that will be left is a Nod convoy commander vainly asking for anyone to report in.

Search and Destroy

After the final anguished scream is heard from the main convoy, it's time for a game of hide and wreak.

There's a lone stealth tank lurking to the north. Send a Hummer due north then west around the outcropping, until you hear the *ssslink* of decloak. Immediately turn that baby around and head back to the main crew. One to three minutes later, who should appear right next to

everybody playing cards on the bridge but our old friend Mr. Stealth. One or three seconds later, who should disappear forever but—you guessed it—one permanently enstealthed tank.

Now comes the hard part. There are miscellaneous units scattered across the rest of the map. None of them by themselves will scare your pants off. The challenge is keeping your horses in rein while you try to find them. Your lead units are probably showing their age by this point. You can't afford a single screw-up if you want to bring everyone home.

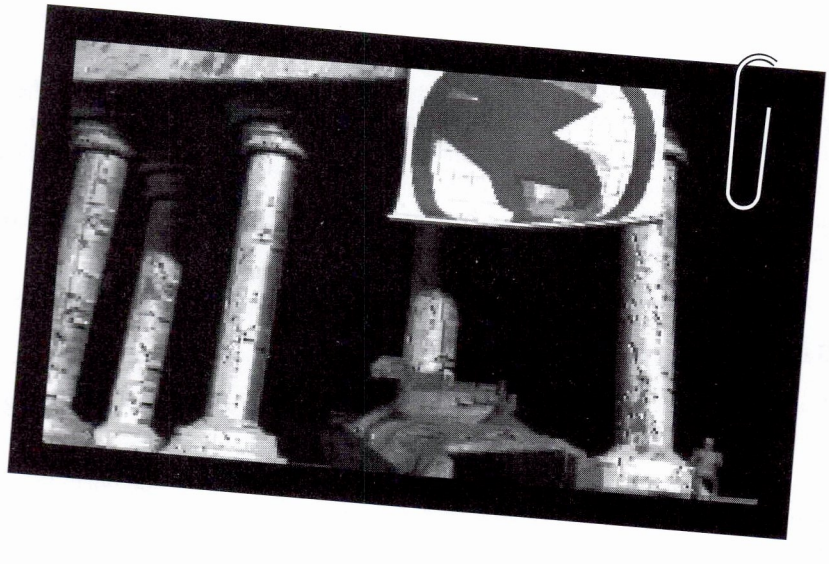
Take it carefully and keep your best hunter units moving out front. You will likely only encounter stealth tanks and arty. Any of these can render some serious dents if you're strung out and give them free shots. Keep together and hunt slowly.

> *Notch up the game speed to move the hunt along; hit the space bar and knock it back down the second you hear or see something.*

Only a handful of units is necessary. If one or both of your medium tanks is in good shape, you're in luck; you have mobility and durability. Buttress them with your lighter Hummers and APCs—no reason not to focus all the fire you can, and perhaps your tanks will even last longer if their little buddies soak up a few hits. Just be sure to pull back anything near dead if you're watching your score.

Although the remaining Nod forces might scatter somewhat, most will probably be found in the plateau to the southwest of the second bridge, the one you drove around getting to the bridge. Go due south from the bridge, then cut northwest around the rocks until the entire plain is visible. *Careful*—there are likely to be one or two stealth guarding this back door to the plateau.

A pair of light tanks might also be hanging around the first bridge you crossed. Finally, there is sometimes an arty wandering around the plateau due north of Start.



Mmm-mmm-good, Fried Crappies

Like the General said, "fish in a barrel." Batter 'em up and they'll slide down easy.

If you have trouble getting the mission to end, it means there's still something hiding on you. Instead of making your entire wolf pack wander around, feel free to crank up the speed and send a healthy Hummer traipsing around. Pull it back the second it sights something, and call in the wrecking crew.

When you're ready to report back to HQ with mission results on this one, you should have a low body count. Practice tightening up your ambush and hunting skills if you don't.

Major variants of this mission include sending a force due north at Start, especially your missile launchers, to catch the half of the Nod forces that will move south then east below the rock island in the center of the map. However, this will dilute your forces at the bridge.

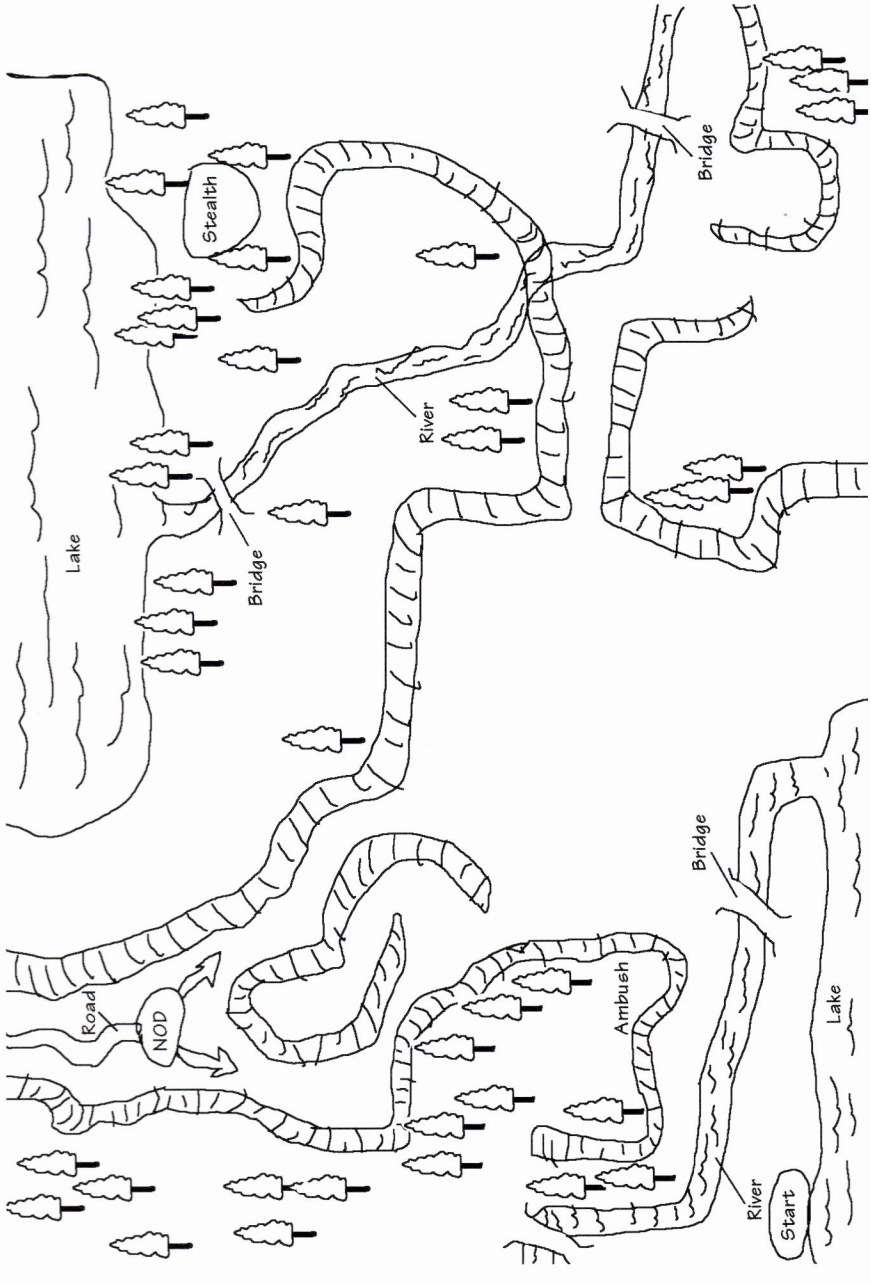
Another variant is to meet them in the center of the map. However, this will force your heavy elements to fight a two-pronged battle from the Nod forces going around both sides of the middle island. Meanwhile, there's not enough room or jockeying time for many forces to use the central rock island. If you put your tanks here, focus fire on Nod forces moving below the central island. These will be the highest threat to your lighter elements likely to be scattered along the south of the central clearing. Enemies moving along the top of the central island have farther to go to get to your softies, and your tanks can concentrate on them when there are lulls in the lower stream.

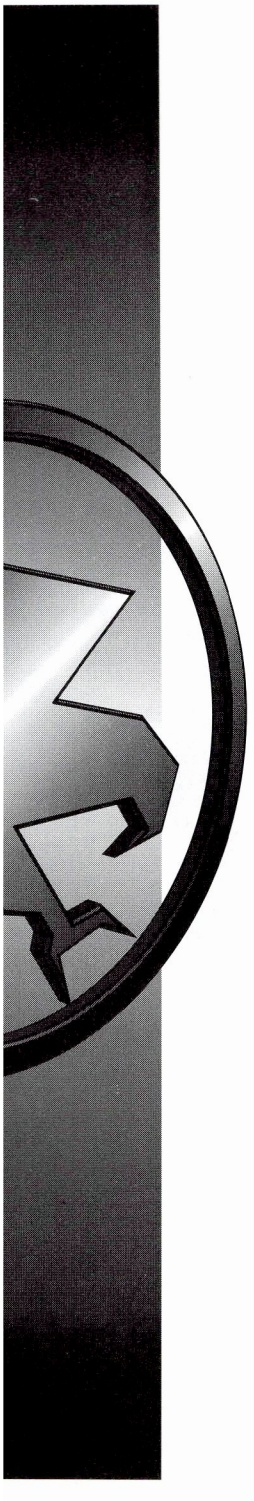
While there are several variants to try, ambushes in the center of the map may result in higher losses because of less ability to focus fire and to channel enemies into a protective killing zone.

Once EVA says your mission is accomplished, kick back and get a good night's rest. You're going to need it. Tomorrow we finally take Kane down, in not one, not two, but *three* massive slugfests!

> *Save your game close to finishing Mission 14, to make choosing all three Mission 15s easier.*

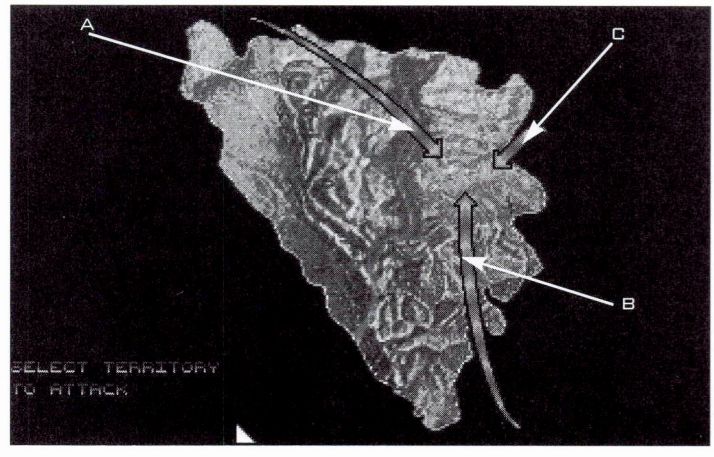
Mission Map: Mission 14





Mission 15

GDI Missions 15A, 15B, & 15C



Note: The three mission 15s vary considerably. They have been written up separately.

Mission 15 consists of the three toughest scenarios a GDI EVA operative will face. When you finish the cakewalk of 14 and choose your next point of attack, you are given three arrows, all pointing to the same place: Sarajevo. We'll call the upper left arrow "A," the bottom arrow "B," and the upper right arrow "C." All three show you the same poignant cut-scene, but the missions are on different maps. A to C is also a good indicator of how tough they are: A is as easy as tough can be, on up to the nearly impossible C.

For this book, we work up in this order. Fire up your Electronic Video Agent, fasten your seatbelt, and connect to GDI HQ: We're goin' in!

Mission 15A: The Bitter Ends

Mission Briefing

An exhausted, haggard Sheppard levels with you—and you can tell he's hoping you are the miracle the Free World needs.

Kane's temple and base of operations have been found. A field operative's covert transmission showed him there just five minutes ago, before the transmission was abruptly cut off. There is no doubt Kane is inside.

Kane has surrounded himself with his own crack militia. Getting to him won't be easy. And it becomes clear that the stress and the stakes are beginning to wear down Sheppard as he continues:

"Ironic, isn't it? Kane's planted his temple just outside Sarajevo. If that sounds familiar, it's because that's where another madman started World War I. Here we are, trying to stop this madman from doing it again."

Then, in a deeper voice:

"Commander, there is to be no quarter given, no leniency in dealing with Kane and his zealots. Wipe his temple off the face of the Earth!

"*Destroy the bastard!* Or prepare to... die trying."

Summary of Objectives

- This may be the easiest of the three GDI Mission 15 scenarios, but it's no picnic. Pull out all your tricks and try to keep the number of burnt corpses to a minimum!
- Move out and choose your deployment location. For the quickest win, a site near the entrance to Kane's compound is recommended.
- Attempt to kill his harvester either in its southeast sandbox or if it comes outside to play, but only once you are firmly on your feet. Pull back if Kane's response is too hot to handle.
- A large section of the Nod camp can be readily shelled by missile launchers, with little threat of counterattack. Decimate this portion of Kane's base to soften him up.
- Move into Kane's base using standard loss-leader and concentrated-fire techniques. Capture buildings you want to sell or use.
- If you take too long, you are liable to get nuked.

When all the shooting's done and it's down to you, Kane, and 400 million GDI missile launchers, get ready for a cool video clip and end-game sequence.

Accomplishing Your Mission

You are to take Kane's base of operations, staffed by his crack troopers. The map layout immediately tells you there's a lot of fighting to be done. Let's see just how tough he is!

Opening Moves

You have GDI HQ to thank for the small initial forces against a huge Nod base. Through the miracle of Tiberium micro-manufacturing, your forces will eventually bring that base down.

You find yourself plunked down in a small corner of the map cordoned off by a river, and there's a flame tank bearing down on you. *Immediately* move your tank southeast to intercept it. Keep the MCY against the left edge of the map, forcing the flame tank to move as far as possible. Don't actually let your medium tank block the flame tank on the bridge, or the flamer will forget about the MCY and start frying up the dish right in front of him. Try to keep blocking him on the run. If he gets close to the MCY, start moving the MCY to give him less good shots. Soon, your tank will take him out in a satisfying blast of napalm.

As the smoke and fire dissipate, slam your vehicles into high gear and head for the bridge. We have to get Tiberium working for us faster than Kane gets it working for himself!

A Little House with a White Picket Fence

You start in the northwest (upper left) corner of the map. Nod's base covers the entire bottom of the map, with a main outlet in the center of the map. There is a rock-outcropping island in the northwest center of the map, and Tiberium fields (outside Nod's compound) are to the north, northeast, northwest, and southwest.

To put your harvester in the "center of gravity" of the Tiberium *and* be in an excellent position to mow down forces leaving Kane's compound, put your base directly to the east of the rock island. This is a bit risky at first, because you will be catching task forces as they leave the Nod base. But the natural constriction of Nod's door lets you easily focus two AGTs on him.

Build the base near the rock island.

Move your forces directly along the top of the rock ridge, and then swing south. Deploy your MCY along the rocks about halfway down the length of the rock island. Put your power plant southeast of the construction yard, a barracks southeast of that, and then your refinery south of this. In this scenario, a barracks is recommended before the refinery so you have a modicum of force to deal with Nod's AI teams while your refinery is being built.

Knock, Knock

After a brief pause, Nod will start sending sizable teams after you. These teams are typically about six flame troopers or several vehicles—nothing to sneeze at when you have just one tank and the rest infantry.

Send a minigunner ahead carefully to draw fire from the turrets at the entrance. This will clear a wide visual lane for you to see the enemy approaching. *Note carefully* their precise range (use the ridge to the east as a benchmark)—you want your AGTs to be just beyond this. You will have to plan carefully to avoid being toasted by the nasty flamers.

Put your tank squarely in the center of a line due north of the Nod entrance. Have grenadiers on both sides of the tank, a couple of squares away. This will attract flame troops to the tank. Just before they get within flaming distance of the tank, move the tank back (north) a couple of squares. This pulls the flamers between your groups of grenadiers.

Keep your groups of grenadiers small, such as two or three per side. Any folk(s) approaching flamers are fair game for the pyromaniacs—the more the merrier! If you have trouble with the flamers breaking off early and attacking your troops, keep the grenadiers a little farther from the tank.

Keep pumping out grenadiers so you always have at least a half dozen, and keep a few bazooka soldiers around (but far from flamers). Vehicles will also descend on your base, fortunately mainly lone ones at first. It may seem desperate at times, but, unless you're doing something wrong or have had particularly bad luck, the situation should ultimately be quite manageable. In the final analysis, you will have taken some losses but built a very strong configuration.

"Y'all Come Back Now, Y'hear?"

As soon as your refinery is down, make a comm center, another (advanced) power plant, and two advanced guard towers (AGTs). Put the refinery up front (see map), and place the towers just out of range of the Nod turrets. No reason to get in a shouting match with them! Some of the attacks will be wicked enough that you don't need any extra damage going on. There will be more than enough opportunity to take out the turrets at your leisure later.

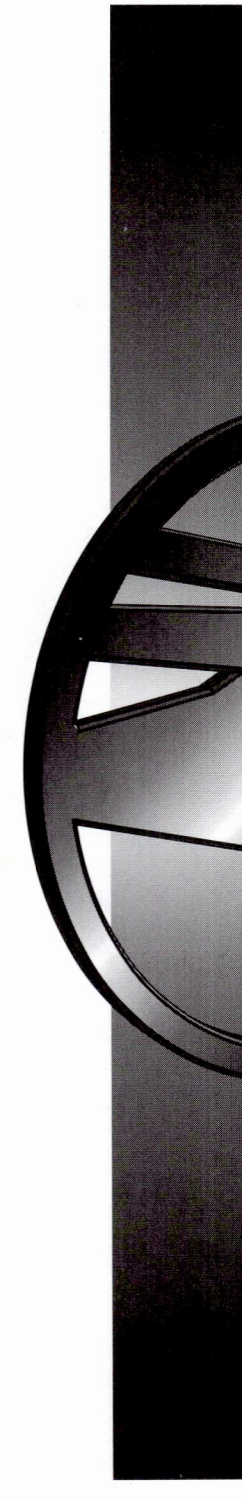
Don't worry about Nod turrets yet, but stay out of their range.

While you're making your AGTs, Nod will likely unleash a strong group of two or three light tanks and two or three flame tanks. When you see them inching out of the entrance, you know they're on the way! (They stop and go at first as they wait for all the members of the task force to catch up.) Again, don't panic! If you have moved quickly, your AGTs will begin hammering them soon enough, and your other forces should be able to finish them off. A few may sneak past and open fire on whatever they can find

AGTs are a linchpin for base defense.

(vehicles seem to want to go for your comm center and other structures farther back), but in the end, you'll have your two AGTs up so this doesn't happen again.

Always target flame tanks with everything you've got. They can do serious damage and it must be contained. Remember to concentrate the fire of the towers, just as we showed for infantry in the Strategy and Tactics chapter. However, because you are very close to the enemy turrets, be careful not to aim your support vehicles on approaching enemies too early, or they will run after them and be clobbered by Nod's turrets. Just put support vehicles in good position and wait until they start firing at will; once their range is clear, concentrate on the best target in range. Medium tanks are a good choice here because they can be put directly lateral to your towers and survive quite a few flame blasts. When you have a repair bay, the problem of enemy turret fire is lessened. And all of this is moot by the time you get a few missile launchers behind (not next to) the towers. Kane will be throwing good money after bad. "Y'all come back now, y'hear?"



I'M IN THE MONEY

Once the Nod strike force "problem" is in hand, it's time to settle back and construct a huge attack force. By bottling up Nod, you have created a large playground for your harvester. Sit back and let the Tiberium roll in. There's plenty to do in the meantime.

Continue to build your base until you have all the options. Put your repair bay to the lower left of your refinery; most of the action will be happening to the southwest.

Send a wary APC out to scout the landscape. Watch for the turrets as shown on the map. Be careful not to fire on any Nod harvesters you might come across until you can handle the hefty response Kane might make.

When you have a sizable force to spare (roughly at least several medium tanks and missile launchers, and the more the merrier), it's time to go turret hunting (see the map). Square off against them, send in a minigunner loss leader, and let fly. Nod has a nasty habit of perpetually rebuilding turrets—if this happens, place one of your (near-dead) infantry on its spot of soil to spoil this monkey business. SAM sites are the same way. Just have fun, whether you destroy them or not. Let him rebuild the SAM site all he wants. Eventually Kane will stop the foolishness, but it will be awhile. Meanwhile, he is eating through his cash at no harm to you. Possibly, this keeps down the number of mobile units he will send after you.

Be forewarned that Kane will unleash a number of stealth tanks that will sneak through your AGT noose. This can lead to a bit of "fun" if you've put a near-dead soldier on a decimated turret—"Return of the Zombie Turret, Part 24"! (Four sounds are heard: (1) the strange sizzle of a decloaking tank, (2) a missile being fired, (3) a distraught scream, and (4) the BA-CHUNK of a turret.)

I keep a minigunner and a couple of vehicles (tanks or launchers) on the rock island with the SAM site, for as long as Kane wants to throw it away. Meanwhile, a task force handles the other turrets outside of Kane's base. I prefer to keep soldiers standing on the turrets, so Kane throws more money away on the totally harmless SAM.

Be Heard on the Hill

Once you have scouted the landscape, had your fill of clobbering turrets and SAMs, and otherwise made a huge task force, it's time to send Mr. Kane a slightly louder message.

A very large portion of Kane's base is exposed along its western wall. Missile platforms can sit here all day, pounding away to their heart's content. Don't make this move until you have considerable forces fielded—Kane will try to respond to the effrontery, but whether or not it has much impact depends on how strong your interception forces are and how much you've worn down his forces already. Either way, be forewarned that your two guard towers will not help much with his response; his forces will go due west out of the door and be largely unfazed by the towers. Therefore, have a number of tanks directly in the path Kane's forces will take (around the rocks to your launchers), and/or have some launchers positioned due north of this path.

Have tanks near launchers to screen for them.

Make engineers!

You will recall that I recommended placing a repair bay to the southwest of your base. It should be clear that this speeds servicing of vehicles seeing most of the action, during this attack. Also, don't destroy the Nod airstrip unless you really want to. After the initial blush, his forces are a trickle easily handled by your huge army. Meanwhile, you can capture his airstrip to sell or to make fun new units.

Kick Out the Chair

With the two AGTs and the western front, you've put a strong noose around Kane's lousy neck. Now, kick out the chair.

At this point, it's pretty much shake and bake. Kane has spent most of his reserves responding to your attacks. He still has plenty of money left, as witnessed by new structures and units being built, but you can easily handle the trickle of units that periodically appear.

Destroy the turrets out front with the usual loss-leader tactics. When you enter Kane's base in force, there will be little in your way. His Hand and airstrip might make an odd unit or two, but that's it. Destroy or capture the Hand and airstrip, and you have a simple search-and-destroy mission remaining. Use careful scouting to find the Nod turrets and few remaining forces. Decimate the silo farm to the southeast to put a big hole in Kane's war chest. Target his power plants if his obelisks give you trouble or, at worst, sacrifice a few minigunner loss leaders to the beams of coherent light.

Kane has died with massive forces at his door, as is usual for the losers of an armed conflict. The side of Good has prevailed, and all hail the name of the EVA operative who made it possible. Er, wait, hold the presses—now you get to do it two more times, each one tougher than before!

Mission Map: Mission 15A

Mission 15B: A More Bitter End

Mission Briefing

This is the second of the three parts of Mission 15, the mission you receive if you select the arrow pointing to Sarajevo from below it. It is definitely a notch up in the discomfort level and impossible to accomplish without focusing your effort. See Mission 15A for a recap of Sheppard's briefing.

Summary of Objectives

- Once again, an MCY is asked to save the Free World practically single-handedly! Actually, your piles of cash help a lot. You are given only an MCY and a medium tank to begin with.
- Assemble a base.
- Take out isolated turrets and build a force to quash Nod's many strike teams.
- Destroy or capture the Hand located outside Kane's compound. Secure the southern area of the map from turrets for additional harvesting.
- Take your large force and use loss-leader tactics to roll your way through his base with minimal losses.

Accomplishing Your Mission

If you thought 15A was bad, see what Westwood has in store for you today (and perhaps tomorrow and the day after that, without this book!). Once again, you start with almost nothing and you are called on to defeat an extensively supplied, relentless aggressor.

Opening Moves

Surprise, surprise! A flame tank shows up to see whether that was really a hovercraft it just heard. Ack, at first it's just your MCY and the flame tank, *mano y mano*! HQ hastily supplies a medium tank to save the day.

Unlike 15A, the trick to getting out of this with little or no bruises is: Do almost nothing! Move your MCY to the west edge of the map, up a little bit in the trees. But don't move your tank at all. Half the time your tank will fry the flame tank chasing your MCY before it can catch up; the rest of the time, the flamer only gets off one round before he goes to a place full of flame

for eternity. It seems that moving your tank the least bit breaks its stride and causes it to miss a shot or two, letting the flame tank cook your MCY several times.

There's a bridge to the northeast with two rocket infantry guarding it. Again, the solution is to do almost nothing. If you send both vehicles over the bridge at high speed, either or both are highly likely simply to squish the rocketeers! Because APDSs are so poor at hitting infantry, and both vehicles move slowly, actually attacking the fellows is a bad idea. Don't let your tank and MCY get jammed up and start dancing around each other before the rocketeers sight them, or the rocket men will move off the road and probably not be run over. Instead, guide your vehicles smoothly away to the northeast once the flame tank has been destroyed, and keep them both moving.

A couple of ideas are also good to point out in general, in case the situation breaks down: (1) If you've moved over the bridge at high speed and one or both rocketeers lived, simply move your tank up over the Tiberium to the northwest. The troopers will follow and die in a short amount of time. Keep moving so they can't get off a shot. (2) It is tough for a medium tank to run over an enemy, because the enemy will move out of the way faster than the tank can turn. But infantry do not move out of the way of *other* vehicles trying to run over them besides their target (hint, hint).

Home, Sweet (Firing-Range) Home

There aren't too many places to deploy in this scenario; you're stuck between rocks and hard places, so to speak. Looking at the map, you can see that turrets and strike forces besiege you on all sides. The easiest deployment place I could find is right across the bridge, south of the Tiberium field (see map). Although it looks like strike forces could come from either side of the central island, and they do, they will actually attack your central guard towers. So deploy your MCY back a little way and then build toward your refinery and guard towers, toward the center of the map. Leave plenty of room to maneuver in front of the guard towers.

> *An alternate site for your base is the open "cross" space in the bottom center of the map. Two AGTs can be erected just out of range of the base and central-island turret to catch units coming south. This approach can make things tougher initially but easier in the long run. However, because gameplay already is tougher initially and easier in the long run, you might want to try this variation after winning with your base to the west.*

There's Tiberium out there. One problem: It's easy to die trying to get it.

The turrets in the island to the north are a real pain. They block access to additional Tiberium, and the field you start at will run out just about the time your base gets fully built (never mind making a big force to secure the field *or* upkeep past that). These turrets must be taken out as soon as your guard towers are up and you have a good handful of tanks (perhaps four or five). This is more than enough for a turret, but these numbers will be needed if you encounter a strike team. Also bring a few turret loss leaders (minigunners) as well as some grenadiers, in case you come across an infantry strike force. Alternately, you can take the

southeast turret from the ground without coming at it from behind. Because you can't get anyone in there to block the building of another turret anyway, destroying the northwest turret is the only reason to go up there.

That's correct: The trees block you so you can't get a person into either turret's square to keep it from being rebuilt. Even if you could, however, roving teams of dune buggies may do in your sentries. Fortunately, the northwest turret did not regenerate for me. But even if it does, the trick for the southeast one is: Use APDS, and call off the attack as soon as the turret blows. When you are left with a Nod lackey standing there, *let him stand*! (APDSs reduce the risk of accidentally killing the person.) He will occupy the space for you, for the rest of the game. As long as you keep your forces moving past him and do not stop within range, no one will molest this happy camper frolicking in the woods.

If access to a turret is blocked, destroy it carefully until a Nod soldier is left in its spot. Let him suppress turret regeneration!

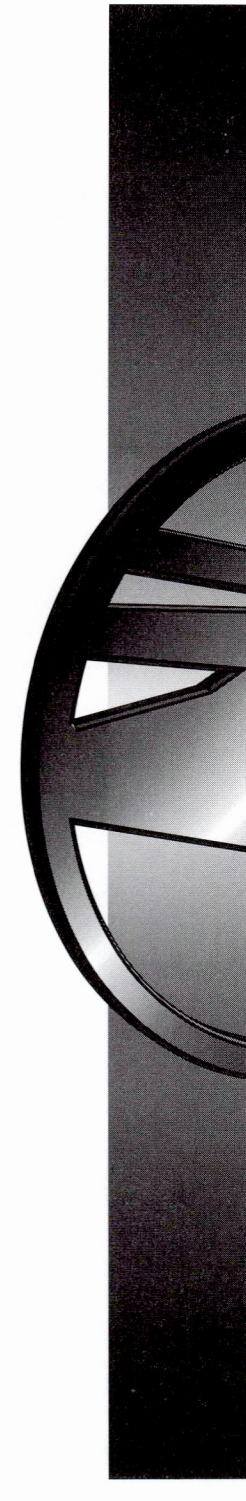
A couple of strike forces will likely go around the island to the north and hit your harvester or base from behind. The way to deal with these folks is to pull your harvester back past your guard towers, or send a tank to take a shot at them and then retreat. Most of the forces will follow the harvester or other bait to their doom at the hands of your towers. Any infantry in the group will be weakened or killed by crossing the Tiberium field already. Finally, it reduces Tiberium losses not to fight them in the Tiberium field.

Flexing Your Muscle

Once you have a sizable tank force and are building missile launchers, it's time to start moving out. You *must* secure the field soon or you will run out of cash and go into an irrecoverable downward spiral (a.k.a. losing the battle).

Depending on how many launchers you have, and on how brave you feel, go for the island directly to your east. If you have few launchers, secure the Tiberium field northeast of your base (this can be done by sending your armored turret-clearing force to the northern island). The eastern island is the preferred route: Destroy the turrets and then shell the enemy from on high, secure from flame attack. Put several healthy minigunners in each turret square; they are liable to take a number of bullets before things calm down. Line the front (east edge) of the island with a mixed battery of tanks and launchers, concentrating on the missile platforms for their range. Along the top edge put some tanks, in case faster vehicles get away (your base towers can handle them, too, though). This will also keep Tiberium-field damage to a minimum. This strategy requires a hefty missile force, as Kane may throw a lot of stuff at you and eat into a few launchers and turret guards.

> *Keep recycling damaged vehicles back to your repair bay. At the same time, try to keep enough forces at the front line and along the ridge such that they can't be overwhelmed.*



If you don't have a hefty missile force, which is likely the case, move to the Tiberium field northeast of your base. Expect heavy attacks; align your vehicles for optimal concentration of force during lulls in combat. Pull damaged vehicles back for repairs, and keep some grenadiers around in case flame infantry show up. Tanks are next to useless against flame infantry, and a few missile launchers could wind up causing your tank screen grief, because they can't kill the flamers before they reach the tanks, and then the launchers shell the tanks, too. A hefty pack of launchers (five or more) can kill flamers outright, but then you might want to go the island route. Missile launchers and grenadiers in your Tiberium field are liable to cause some real Tiberium losses. If this sounds a bit muddled, it's because that's the way it will be: Do your best to muddle through this dark, problematic time in the annals of GDI tactics.

You may well pull a mix: an initial tank or mixed-forces fist to try to dampen the Noddies in the northeast field. Then, as more launchers come online, secure the northeast turret in the eastern rock island, and give your tanks free reign. As combat lulls, take out the southern turret. Soon, you're at the eastern island proposition, if you can keep missile launchers rolling off the lines. Either way you look at it, there are likely to be plenty of repairs to be made. Don't be afraid to pull back completely if it gets too hot. Your AGTs, supplemented by these forces, can easily quash anything Nod might field. It's better to keep your main force intact than to have everything die trying. You still have Tiberium to free up!

All this firepower has been to suppress roaming Nod forces that will destroy your harvester. Once the rabble dies down a bit, immediately move to secure the isolated turret in the southeast. Together with conquest of the central rock island, you have now contained Nod within his compound, and freed up quite a bit more Tiberium along the south edge of the map.

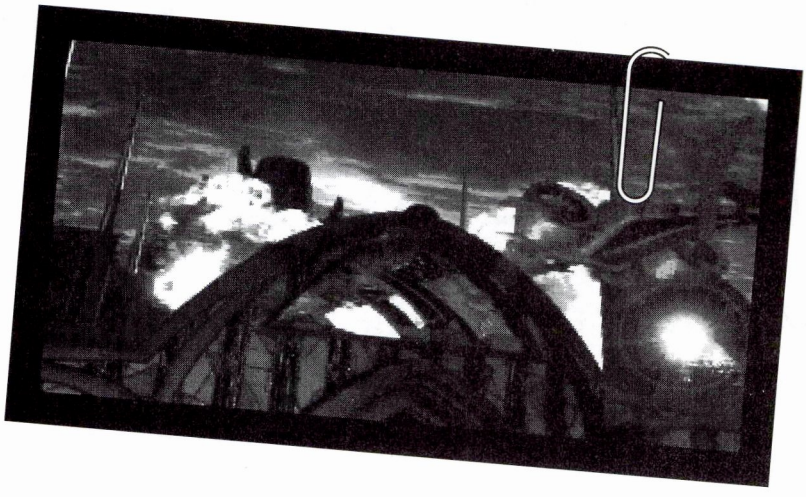
Driving Home Missile-Crazy

This ain't no quaint movie about relationships, it's an interactive bloodfest by remote control! Once you've secured the southern Tiberium fields, keeping the Nod base entrance under pressure and repairing your bruises, Nod should be licking his wounds and be barely able to mount a response. Do the old shake-and-bake: Line up your heavy hitters behind an armor screen, send out your loss leaders, and mow his bases down. If you are receiving any significant resistance from obelisks, be sure to destroy all the power plants you can. Use your engineers to capture the more expensive Nod facilities for fun or profit. If you get cash rich and don't want to bother driving all the way back home, make another repair bay by a nearer captured building and sell the old bay.

You may note that destroying Nod's harvesters was not emphasized, as it has been in past missions. Nod's harvesters are *somewhat* reachable by planting vehicles to the north of the island due north of your base. However, there is simply too much going on at this point, and the harvesters are likely to move away—and Nod can always buy a new one anyway. Simply securing your half of the field is the most you can reasonably ask for. If the harvesters leave the Nod compound to get Tiberium outside, however, your response is obvious. One way you might mess with Kane, though, is to bombard the Tiberium in the plains up there. It's a piece of work, however, at a time when you need all your attention and material to succeed.

Once again, we have gotten to Kane's final temple and made it his final resting place. As Sheppard would likely conclude, "Rest in pieces." Now it's on to the final final battle, Kane, Part III, as you mash this undying zombie into dust. One small detail, however—the thing most likely to get mashed to dust is *not* Kane.

Mission Map: Mission 15B



Mission 15C: Kane's Last Revenge

Mission Briefing

The last GDI mission in the C&C saga, 15C is the toughest full-scale battle you will be proud to complete—if you *can* complete it. Expect to play it a number of times (or restore saved games a lot). It might seem extremely tough at first, but through determined play and the help of this book, you'll actually have fun seeing just how quickly you can overcome the challenge (on replays, that is!).

Summary of Objectives

- The battle starts in the northeast corner, on a high note—Westwood hands you two freebie buildings! Watch out for rogue engineers creeping up from the south to steal the buildings back.
- Find Tiberium to feed your hungry machine.
- Stretch your base along the riverbank, but leave maneuvering room for a mighty army.
- Move your engineers' APC up and break them out the instant there's safe passage.
- Move south once the base is totally under control.
- By now, Kane's exhausted and limp. Conquer the rest of his base and wipe him off the face of the Earth. As General Sheppard said before, destroy the bastard.

Accomplishing Your Mission

You knew this was coming, as you worked your way up the ranks. Here it is: The toughest mission on the board, and the one you'll want to play over and over to get smooth. You have my admiration if you can succeed on your first try without restoring your game!

Opening Moves

Two buildings on a silver platter! How kind... or is it?

Move your MCY and tank south then east immediately, to avoid some Nod soldiers hanging out at his two structures. Wait for your APC to show up, so you can kill the infantry easily. Capture the Nod power plant immediately, and wait a couple of minutes if you'd like Kane to repair the communications center for you.

Your MCY can be deployed most anywhere, but I recommend the other (west) side of the copse of trees south of the power plant. This puts your other structures closer to the action and spreads your base out should Kane nuke you here.

Watch out—there have been reports of enemy engineers lurking in the woods below. Be absolutely certain to catch them quickly, or you could even lose your construction yard!

You're gearing up for hefty action. As shown on the map, make a barracks before your refinery, to mince with the forces Nod will occasionally toss your way. After the refinery, make a repair bay and fix those harried vehicles. Then, it's on to a weapons factory and pump, pump, pump! Keep churning out medium tanks until you get an advanced comm center, and then switch to missile launchers. See whether you can get eight or more each. Make everything called for below (if you want to follow this approach), but don't worry about cash going to zero after that—there's more Tiberium on the far side of the base we will conquer. Just don't screw it up, Commander! It's a tough mission with a thin margin for error.

Your harvester will encounter turrets south of the Start area. Two are easy kills, but the other two are sequestered on a hill (and protected by a SAM) where you can't sit on their spots to keep them from regenerating. Let your harvester get all the Tiberium it can without getting in range of the harder turrets. You can try to destroy those turrets, but I usually build up just enough easy cash to get a massive force, and then I move up my harvester to use Nod's field.

Either keep your growing forces grouped to the left of your repair bay or, if you feel like it, hammer the nasty Nod turret south of the bridge once you have more than five tanks and launchers each. This turret may insist on regenerating seemingly forever. Ten vehicles are enough that Nod's turret will only get off a shot or two before going out in a huge blaze of glory—and then popping back up before you can say "Holy Cripes!" Loss leaders don't work with regenerated turrets, so there will be some recycling back to the repair bay (keep your tanks up front). By the time you have a truly massive force, the turret won't even be able to get off a shot before being vaporized. Maybe you're wearing out Nod's cash by now, but I doubt it! Kane will be throwing huge piles at us for eons. For a touch of finesse, use only tanks and leave a lone Nod dude standing there, as you did in Mission 15B. Unlike 15B, however, the dude is not totally landlocked.

Build your base all the way out: advanced comm center, the works. Kane has a predilection for targeting the advanced comm center with his pet atom bomb, so try to put the center far from anything important, or just far from everything, period. You want those missile launchers, so the ACC is required. And in the end, Kane would just nuke something else anyway (he doesn't always target the ACC).

Make yourself several engineers and load them in your initial APC. As the final touch, have a repair bay ready to slap down inside the Nod base (even though you already made one bay).

Comes the Storm

When the forces of Good were many, came the clarion call. Clear and high... wait, wrong audience. Pack in your bad dudes and get ready to party!

Regroup along the northeast wall of the small field directly north of Nod's base, or just outside reach of the turret at the bridge. If coming through the north entrance, test carefully by

moving your leading tanks ahead square by square; pull back as soon as the east turret opens fire. Arrange your forces with tanks out front and launchers behind. Have your APC tucked toward the rear—the engineers are critical.

Taking Nod's northwest base by going across the bridge is a tough proposition: You will be attacked on all sides as you enter the base from the south. Coming from the north is not easy, either: You face two turrets and an obelisk while trying to get across a ford. Either way, be prepared to lose a number of units. With a powerful force, however, the north route is arguably easier. Let's study this approach at length, then touch on the bridge approach.

You've lined up your forces along the north edge of the map, in the nook of the plain northeast of the entrance to his base. Perhaps never before in the annals of C&C history has such a large force stood poised for battle. Pause the game, get a refill of your favorite beverage, clear your head, and then *charge*!

Move in from the northeast. Focus on the lead (east) turret at the northern entrance to the Nod base. It should fall like... like a turret before your massive force! Use a loss leader if you want, but they're a hassle with all these forces and will only spare you 2 shots out of 200, anyway. Move on to the next turret and watch the engagement begin to get crazy. Nod will start throwing pesky rocket bikes or other things at you, and a vehicle or three on the far bank might start messing with your missile launchers. As the second turret falls to your massive guns, move something onto its spot of earth and get ready for the obelisk to open fire. You didn't get that ion cannon just for a pick-up line, buster—use it! The obelisk can otherwise be a true pain to get to, because all your clumsy forces are trying to get over the ford. The orbital cannon helps take the edge off.

Orcas can be tricky to work with in all the Mission 15 variants, due to the wealth of SAM sites wherever you need the VTOLs. There is one true favor an Orca delivers that might be worth its cost alone: If you target the obelisk or something else around his base, a SAM site right outside the Hand of Nod will open fire, destroying the bird. But you will then be able to see huge masses of troops piling up there. One click of the ion cannon and ker-whoomf, they chain react like kids wanting candy. Two dozen screams so close together you can hardly make them out is a sound to experience!

Keep your forces moving through the ford, and *keep those turret spots covered* if Kane tries regenerating them. Use launchers on the troops that will start *pouring* over from the Hand; tanks can't touch them. Nod will be pulling all sorts of odd units out of the woodwork, and it will be pretty crazy for a while. Just keep moving your healthy tanks to the front, with healthy launchers behind them, and put weaker units behind those. Also find time to call up the APC. Unload on the Hand the moment the coast seems clear enough. (Wait until a Nod harvester is unloading before you get his refinery, although you can begin harvesting to the northwest of this base as quickly as your harvester can get in there.) Keep inching your masses forward until you are a square or two south of where the inner turret had been. (Do *not* move your units that are on top of the two turret squares, if they are regenerating.) As soon as the immediate danger dies down, plunk down a repair bay south of the captured refinery and start recharging your units. Sell the repair bay back home or something else, if you have to. You'll be liberating the rest of the Nod Tiberium fields and capturing expensive buildings, so money is only a short-term problem. If you can't hold on to what you've got now, you might let Sheppard down big-time.

I'll Take the Low Road

If you have taken the bridge across the river to attack Nod's base, you face a distinctly different challenge. Nod will be hammering you with turrets and units from many sides. One of the turrets sits atop a hill, which makes it impossible to have a unit suppress turret regeneration. If Kane is actively regenerating this turret, this fact alone may doom the bridge approach.

If not, you will need extreme skill in focusing the fire of your units and keeping vulnerable units behind tanks. Nod units will pour out of the base to the north, hit you from the south, and a turret will pound you from the west. An Obelisk and additional turrets will also harass you on the far (northern) side of the base.

Taken together, this approach is a difficult proposition. You cannot afford to have your forces decimated; there is likely not enough cash in the coffers. You may well be low on both cash and Tiberium to harvest, while Kane still has another formidable base, and loads of Tiberium, to the south. If you find this approach too tough, it may well be time to reload a saved game.

Cleaning Up the Mess

Details, details. Once you've destroyed all units defending the northwest base, capture Nod's runway as soon as possible. This will make things a little less hectic. Move this engineer over and down so the turret south of the runway doesn't chew up too much of that wall—the wall is helping channel Nod forces into your kill zone inside the southern entrance to the base. Once you have a decent task force, destroy the middle turret on the south side of the base using a loss leader and pull back just enough to be in front (south) of the repair bay.

Then, send a few forces to destroy the silos in the upper left of this base. Be warned: Nod will send a hefty contingent from the south after the units shelling the silo. This means they will cross through any break in the wall that might be, for example, below the runway, circumventing your main task force that is covering the southern entrance to the base. If you see Nod units coming and they may be able to sneak through, move your silo task force back behind your main wall of forces.

Repair the wall! It's next to the airstrip and can be "built on" immediately.

Otherwise, or later, keep ripping through Nod's power plants and SAM. Also destroy Kane's comm center. Any of these buildings are liable to be rebuilt, so keep a guard over spots you don't want Kane to rebuild on. Capture critical structures, and capture and sell expensive ones—and otherwise let Kane throw away all the money he wants, regenerating buildings that are easy to kill.

Destroy the remaining turret(s) between lulls in combat. If the southern ones want to regenerate, generally let them do so—it's best to let this happen under these "controlled circumstances." After a while they will stop, in which case the ones that were so mean when you first took the base may also be pooped out. Be careful when uncorking them, but if nothing happens immediately, it rarely or never will. Seeing *any* turret regenerate indicates regeneration is still a possibility. If there's any question, don't keep anything lightweight (or anything, period) within range of the spot.

Also use this time to make any more units you might want to.

The Last Holdout

You've hurt Nod in many little ways by attacking his northwest base. This has helped drain Nod's resources and clear your path while you were recuperating your forces. But Kane is still pumping out units and collecting Tiberium to the south. So, with all due speed, return to the task at hand once the local mess is cleaned up. You have a major scumball to bag.

Let your tanks lead your launchers down the road to the south. An obelisk is waiting for you, sans SAM site. If you built Orcas, or have the cash for it now, it's a good time to use them. Otherwise, just feed a few minigunners into the fire and trash Nod's laser-tipped spire.

You should have Mr. Kane's attention by now, and forces will be moving out from the base below, possibly *en masse*. Deploy your forces to concentrate fire on the enemy. With sufficient missile launchers (five or more), you should be able to wipe the Nod infantry and vehicles off the long and winding road. Do your best to take out his pack of silos to the south. This is Nod's bread and butter—if you see them full of Tiberium, you're scoring pay dirt with every one that bites the dust. It's worth losing a couple of vehicles to finish them off, if you have a lot left.

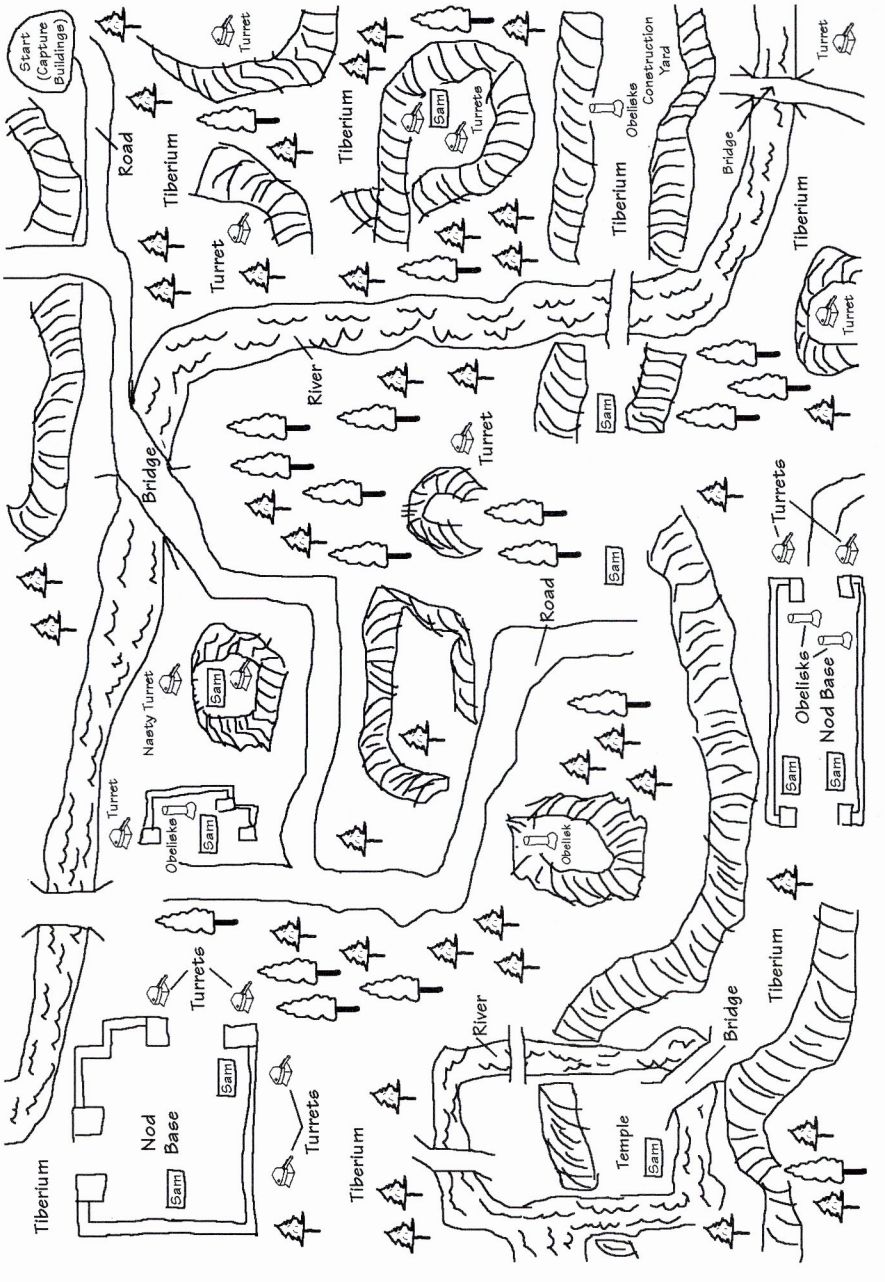
But if you plan well, none should be destroyed. It's easy to set up roadkill here because of the terrain. Take out the SAM site and park your forces where they can empty their trash right out the window onto the hapless hill climbers. This is an excellent place to regroup during or after the silo party.

There's also a Nod construction yard guarded by a lone obelisk east of here. Watch the SAM site you may have left to the north (with the "hard" turrets; see map), if you want to use Orcas! Construction yards are worth $2,500 when sold (half of the $5,000 for a new MCY), making them the single most expensive structure.

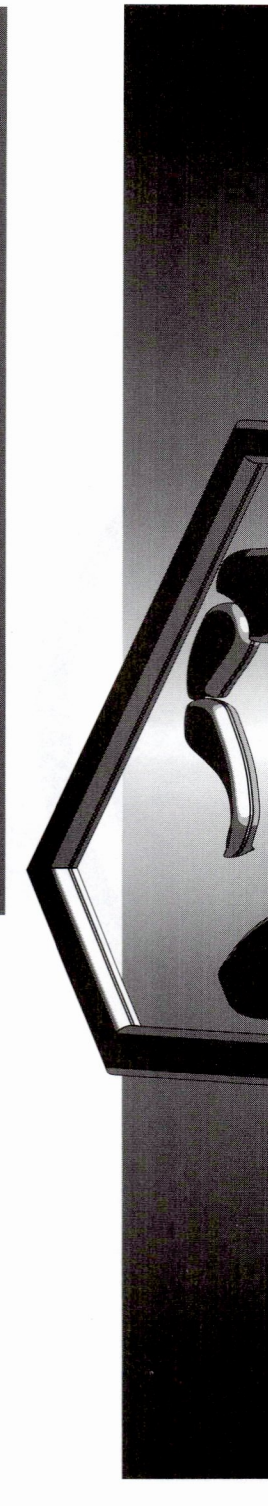
Ready to descend into Kane's final lair? He has a hefty wall of double obelisks and turrets, so bring along the usual tactics. The multiple forces arrayed against you are compounded by the channeling constriction of the valley road that just helped you so much. When you've killed the guardian beasties, there's a real golden goose to be had: a runway, *two* refineries, and yet another construction yard! Bring along plenty of engineers and have some fun!

A couple of turrets to the east guard Tiberium fields. They may well have been cleaned out already. When you're ready to pay a visit to Mr. Kane, and watch a cool video, take your huge force across the little bridge to the head Nod estate. Doesn't look like 20 minutes to me (see video); looks more like 0.5!

Mission Map: Mission 15C



8 Nod Missions



Introduction

Welcome to the Brotherhood, my friend. Kane is eagerly awaiting your forces on the battlefield, so I'll keep this brief.

This section of the manual provides you with details on GDI strengths and locations, as well as some basic strategies for each of the missions you will face in Africa.

Each mission contains a map of the battlefield, as well as a full write-up of suggested strategies and tactics to employ against the GDI war machine.

The mission briefings assume you have read the general military strategies and tactics found in Chapter 6. The tactics are presented first to avoid excessive repeating of these common approaches. Please refer back to Chapter 6 to find detailed information on certain maneuvers or ploys.

The information in this chapter has been obtained from various field operatives and intercepted GDI communications. The strategies have been assembled from some of our best field commanders. Although Kane has significant faith in this information, nothing is certain on the battlefield. It is impossible, even with the highest intelligence, to anticipate what your opponents will do when engaged in battle.

Feel free to experiment with other tactics and strategies of your own that might better fit your style of play. Whatever you do, be victorious.

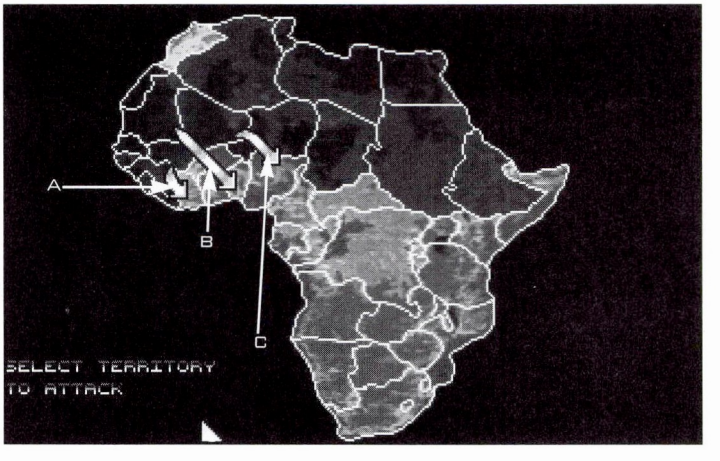
Mission Number Designations

To better track the intelligence pouring in to Nod command, each mission has been assigned a designation. First, each mission has been given a number, in sequence, from 1 to 15. Second, whenever there are two or more areas of engagement from which you can choose, the individual areas have been lettered. The lettering scheme starts with A and proceeds through the alphabet.

Letters are assigned to areas from left to right and top to bottom.

As an example, consider Mission 6 where there are three different areas that you can attack.

The designation for these missions (from left to right) is 6A, 6B, and 6C. Maps such as the one shown here precede each mission write-up to aid you in the identification of the appropriate write-up.



Mission 1: Pest Control

Mission Briefing

For the Brotherhood to gain a foothold in Africa, we must begin by eliminating certain elements. Nikumba, the nearby village leader, is one such element. His views do not coincide with ours, so you must silence him.

Mission Objective

- Kill Nikumba.

Accomplishing Your Mission

This mission provides an introduction to Nod forces and how to use them. You have been assigned a large squad of minigun infantry and two buggies to accomplish your goal.

Overview

Learn to use minigunners and dune buggies to support one another, exploiting their strengths while minimizing their weaknesses. The strength of your infantry is twofold: First, they are very cheap troops. The loss of a few of these soldiers will hardly be noticed in the swelling ranks of the Brotherhood. Use these troops to initiate combat against GDI forces and to screen your more costly and important units. Second, they travel in large packs. Even the most imposing GDI tank will fall prey to a swarm of minigunners. Though your infantry are short-range, the ability to mass accurate fire with these troops can be devastating. There is not a GDI commander alive who does not give these troops the respect they demand.

The Nod buggies you will be using have good points, too. Buggies are fast; they can easily outpace all foot troops and most other vehicles on the combat field. If in trouble, they quickly leave the battle behind. Combine their longer-range machine gun with a screen of infantry and you have a formidable attack force. Use buggies to easily strike out and destroy GDI forces while cheaper, expendable troops absorb the brunt of the incoming fire. The greatest weakness in these two units (and in most Nod forces) is the fact that they have only light armor. They cannot sustain a lot of damage before being destroyed. This is the reason for coordinated mass assaults by Nod units on those of the GDI.

To Kill a Man

Take your forces and build teams out of your units. Put the infantry on one Ctrl-# and the buggies on a second Ctrl-#. Start heading southwest through the ravine. Stay near the western wall of the ravine to keep on track.

Use the buggies to scout ahead of your force, because they have a greater sight range and can often spot GDI forces before the do-gooders even know the enemy is near. If the GDI units are stationary, open up upon them right away with the buggies. More often than not, by the time the GDI troops react to being shot up, they have been dispatched by your vehicles. It is important to note that you will only be facing GDI counterparts to your infantry and a single Humm Vee.

use buggies to scout ahead.

As you move on, always remember to have the infantry following close behind to support the buggies if they need it. If the buggies get too far away from your infantry, they are likely to take heavy damage or even casualties from GDI units they will meet in the field. If your buggies are getting fired upon by GDI units, pull them back behind the screen of Nod infantry for safety, using their longer-range weapons to help your minigunners remove the GDI threat. This is a classic example of maximizing weapons advantage.

Careful movement and spotting of the GDI force will ensure an easy victory for the Brotherhood.

The other tactic that works well, especially in these tight ravines, is focused fire. With this approach, all of your troops unload a hail of lead upon a single unit at a time, eliminating that unit before moving to the next.

Make your way down the ravine, being wary of any tree stands on the way. The GDI forces in their khaki uniforms easily blend with the scenery, making it possible for your troops to stumble upon them unaware. Use your spotting cursor to ferret out these troops before they can cause much damage to your forces.

Once you exit the southern end of the ravine you will find a road to the west. Follow this road north to the bridge. At this point the greatest threat to your units will have arrived: the GDI Humm Vee. With its machine gun spitting death on all who oppose it, the Humm Vee has the potential to destroy your entire force if given the chance.

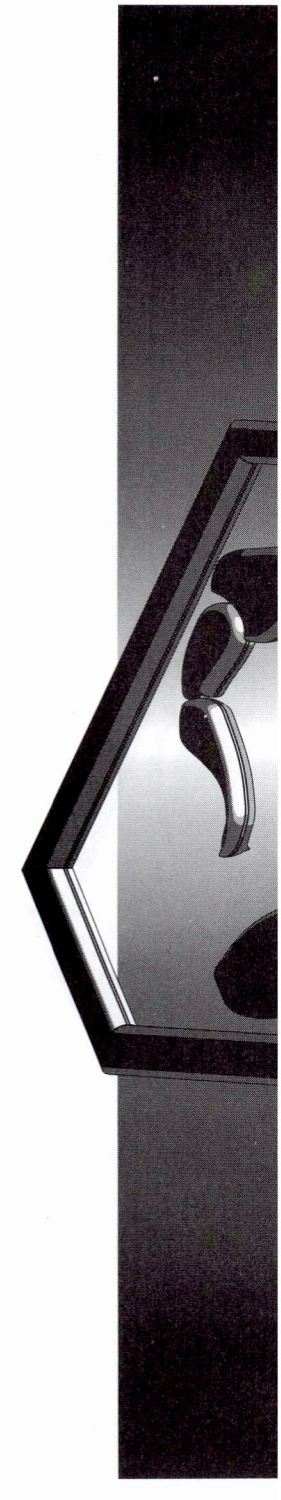
Sweep trees with cursor. Satellites can spot hiding troops and cursor will change to a target when passing over hidden GDI meddlers.

This is where the Nod swarm tactic comes into play. Send everything you have at this vehicle. The sheer weight of your troops should spell quick doom for the GDI. Make sure your units are close enough to the bridge that they can all open up at once. Having your lines spread just gives the GDI time to eliminate your forces piecemeal as they approach the GDI position. The destruction of the Humm Vee spells defeat for Nikumba and his village. Nothing stands between you and your goal but scattered resistance from a few villagers with handguns and one or two possible surviving GDI infantry soldiers.

March north up the road until it ends. Feel free to annihilate any GDI or villagers that annoy your troops along the way. This will just mean one less soldier to face later.
Once you're at the north edge of the map, head due east.
You will find Nikumba cowering atop the plateau overlooking his village.
Eliminate Nikumba to ensure the spread of the Brotherhood.

Nikumba's death is top priority.

It is not necessary to eliminate all GDI forces to win this scenario.

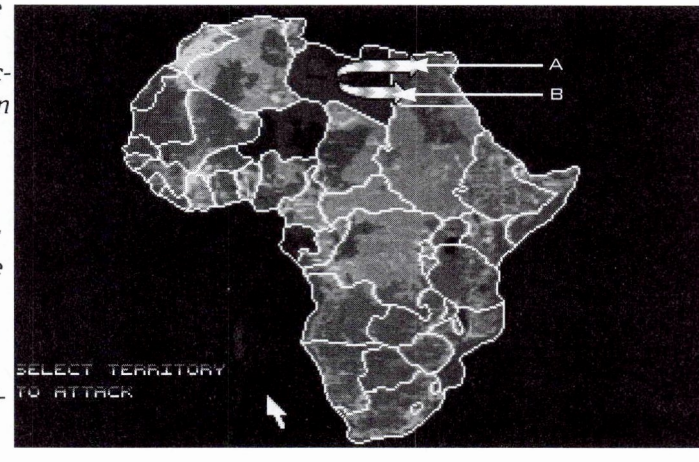


Mission Map: Mission 1

Mission 2: Building the Fort

Nod Missions 2A & 2B

Although these missions have the same objective, the terrain varies considerably. The basic write-up is the same for both, but there are separate notes for each mission at the end of this section.

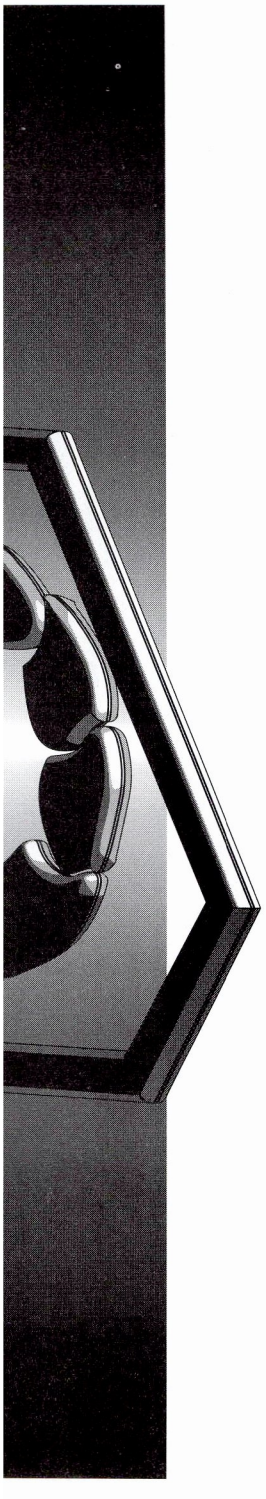


Mission Briefing

For too long GDI has kept a stranglehold on Egypt. Now it has fallen upon us to liberate the people of Egypt from GDI's smothering grasp. It is imperative that you build a forward attack base so the Brotherhood can eliminate the GDI presence from the area. We cannot afford detection, so a small detachment of expendable troops have been assigned to this mission.

Mission Objectives

- Set up Nod base.
- Eliminate all GDI units.
- Destroy or capture all GDI structures.



Accomplishing Your Mission

Depending on which path for Mission 2 you have chosen, you will begin in either Al-Alamyn (2A) or Al-Kharijah (2B). The mission for each area is the same—build a forward attack post—but the layout of the GDI forces is a little different, as you can see in the mission maps. The basic strategy for either mission is the same, but how you get your troops there is a little different. This mission brings two more elements into play: bases and Tiberium. Tiberium is life. It is what pays for your troops, structures, and vehicles. Set up a refinery as soon as possible, as the need to bring in a constant flow of cash to pay for your units is paramount to your success. Learn to harvest Tiberium as quickly and efficiently as possible.

Tiberium has a negative effect on unprotected units. Infantry moving through Tiberium fields slowly lose their vitality and become easy prey for GDI units.

Construction and protection of your base are also important to learn. Though the structures that make up your base are quite hardy, they are not invulnerable. A single soldier given enough time can destroy even your toughest building. Remember to always leave behind a rear guard to prevent this from happening. A small squad of minigun infantry set in a chokepoint to your base can hold off many times their number.

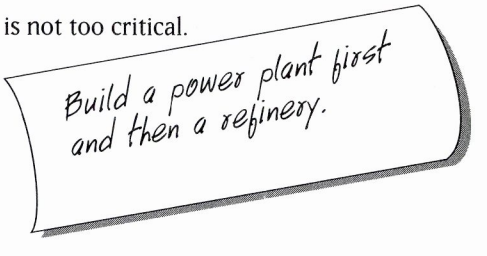
> *Defending units have the advantage over attackers. The defending units usually dole out half again the damage that an equal attacker will inflict upon them. Set up small squads on all approaches to your base to prevent GDI from sneaking in troops to sabotage your base.*

This mission also introduces a new troop, the engineer. Not a stunning individual by himself, he carries no arms and has only minimal armor, but when used correctly an engineer can throw a real monkey wrench into GDI plans. Use your engineers to take away vital buildings from the GDI. Primary are GDI's unit-building structures (barracks and later, weapons plants), and after these the GDI's source of income, the refinery. Remember to clear a path for these troops, because even a single infantry will stop them in their tracks and gun them down.

The Base

You can deploy your MCY right where it began the mission. Have faith in your infantry to prevent any unwelcome guests from dropping in. After the MCY is deployed, start construction of your power plant. Though you have very few choices in buildings at this point, it is still important to think about how the base is constructed. You do not want to fence in any structure that will be producing units.

The placement of your buildings in this first base is not too critical. You can only build four structures, so placing them in a boxlike fashion works well. Put the power plant to the north of your construction yard and the refinery west of the construction



yard. This places the refinery on an outside corner, allowing your harvester easy access to the nearby Tiberium fields.

Last, build the Hand of Nod. Having the ability to mass produce new infantry if things go terribly awry will save you from failing in this mission. The Hand of Nod should be placed in the fourth corner, just north of your refinery, completing your box.

The power plant and construction yard are almost against the eastern edge of the map, making it difficult for them to be attacked. You can always rebuild any structure that gets destroyed *except* a construction yard, so protect this structure at any cost. The loss of a power plant will slow construction of any additional units or structures, making this building important to the rapid deployment of your base and units. Place these buildings behind others to protect them from GDI incursions.

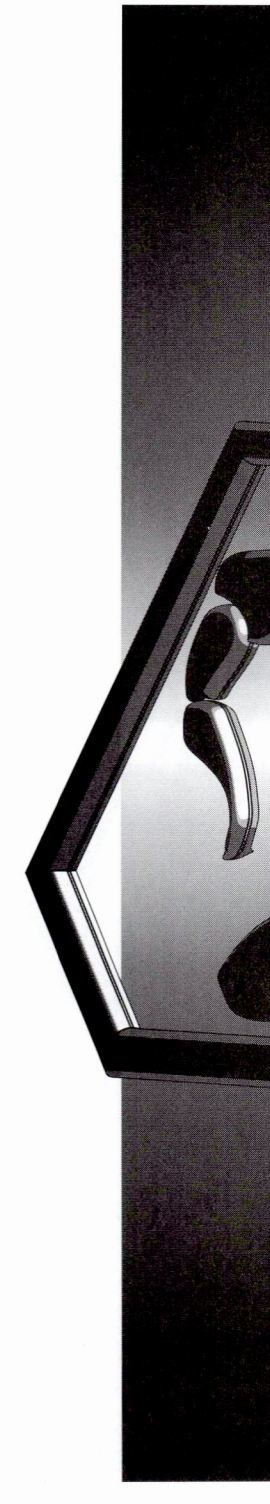
Never lose your construction yard.

Mission 2A: Al-Alamyn

The natural terrain of Al-Alamyn lends itself to easy defense of your base. You will find a ridge running east-west, just north of your deployment zone, and a north-south ridge to the west. Split your infantry into two squads of three, sending one to the west edge of the northern ridge and the other to the north end of the western ridge. This will place these troops in the path of all incoming GDI. Leaving these troops in these spots on defensive fire will prevent GDI forces from entering your base while still living.

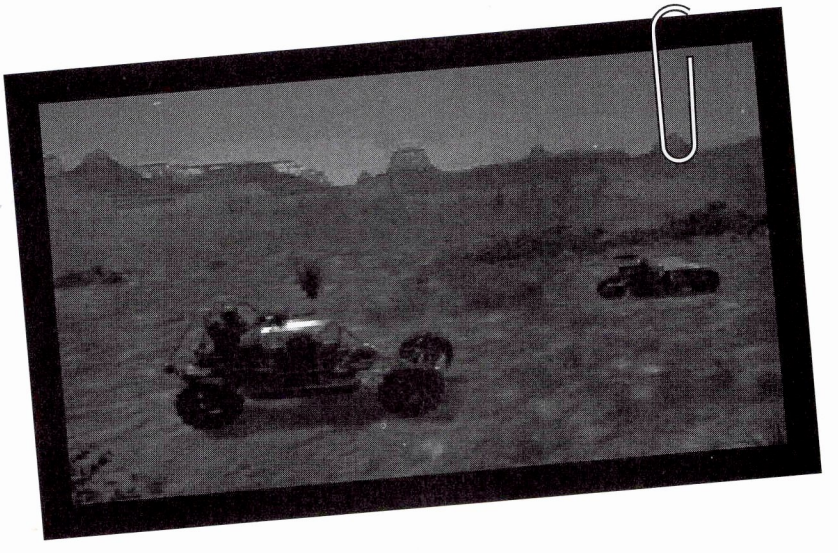
Your base defenses are set and your MCY is constructing buildings. Now it's time to find the GDI. Lasso your buggies and send them to the northwest. You will shortly come across a Tiberium field, which is where you will get all the resources needed to pay for this mission. The GDI harvester is also working this field, and you can bring it under the guns of your buggies with ease. Be careful in attempting this, though. The GDI guards their harvesters jealously, and any attack upon the harvester will bring swarms of troops out from their base to destroy all Nod units involved. One strategy that works well to wear down the GDI forces is to attack the harvester, and then when the GDI troops start their counterattack race the buggies behind your infantry that are protecting the Nod base. With the GDI attention being focused on your vehicles, Nod troops should easily sweep the GDI from the field. It is vital that at least one buggie remain running, once all the GDI troops are destroyed, because it will be the buggies that take down the GDI harvester.

While you have been exploring and playing tag with the GDI forces, your base should have been completed, and the Hand of Nod should be ready to pour forth waves of troops able and willing to give their lives in the service of the Brotherhood. Use these forces well because, though they are expendable, war is won by making the enemy give their lives for a cause. Build large squads of minigunners, at least five in each squad, and send them toward the GDI base sitting northwest of your position. Follow the southern road to the west. This will bring you upon the GDI barracks. Using concentrated force, eliminate all GDI troops near the barracks. Once they are gone, open fire on the barracks itself. All remaining GDI forces will come running to the base's defense. Keep sending in your squads that the Hand is producing in sup-

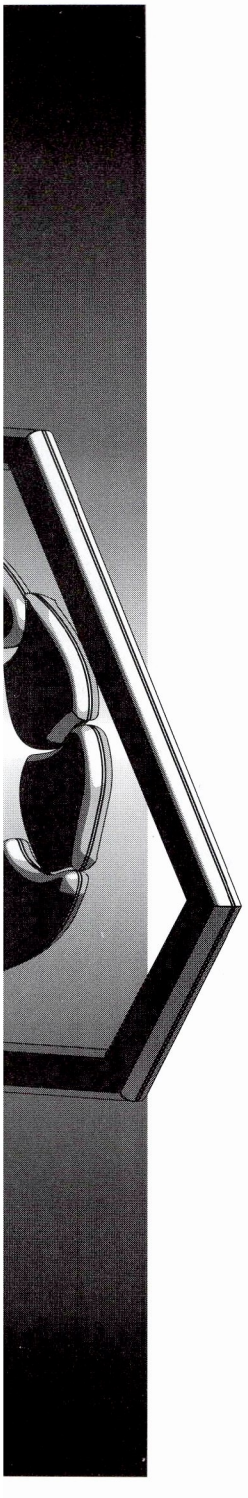


port of the Nod units already in place. Once all the GDI infantry and Hummers have been destroyed, use your minigunners to destroy the GDI base. Your infantry should make short work of reducing this base to rubble. With this accomplished, send any remaining buggies after the GDI harvester.

If you lost your buggies in the initial engagement with the GDI, there are two options open to you to get rid of the harvester. The first entails several members of the Brotherhood racing headlong into the harvester, guns blazing, while they get crushed under the tread. The second is to send an engineer against the GDI base. Protect this man, as he is too expensive to lose to a wandering GDI infantry soldier. Hold the engineer back until after the GDI harvester has returned from collecting Tiberium. While the harvester is unloading, capture the refinery with the Brotherhood's engineer, which will capture the harvester at the same time and avoid the trouble of destroying the harvester.



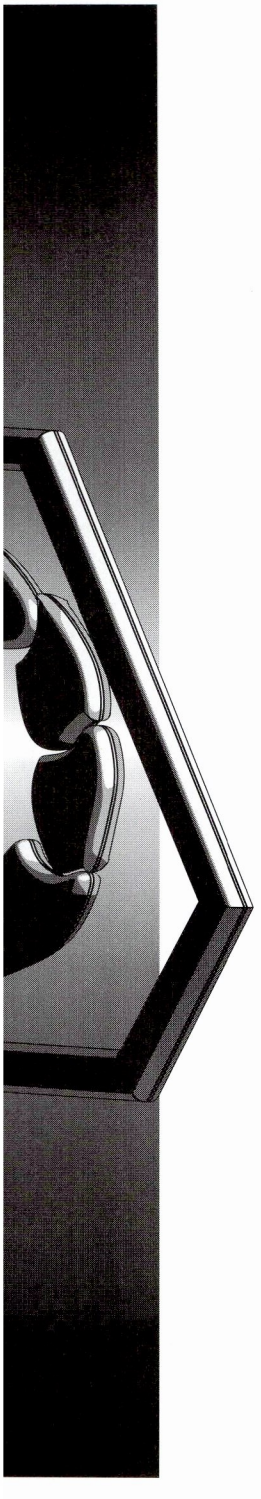
Mission Map: Mission 2A



Mission 2B: Al-Kharijah

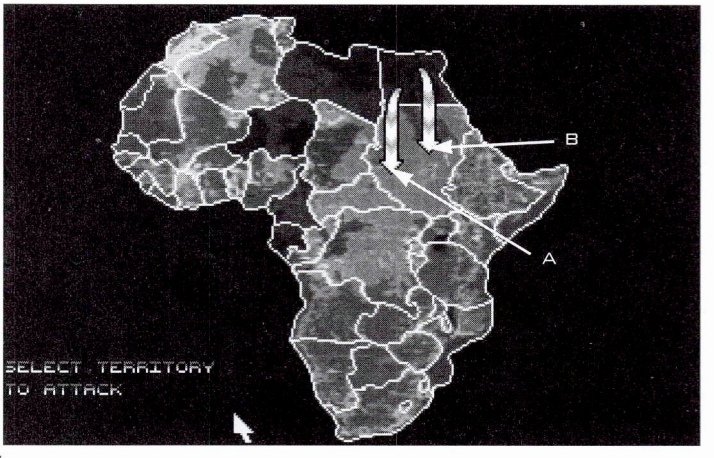
The basics remain the same for Al-Kharijah as for Al-Alamyn. Split your infantry into squads of three, sending one into the chokepoint to the west and sending the other squad south. These units will hold up any GDI troops wanting to crash your base. This time the GDI has infiltrated a few infantry into your deployment zone, so send your buggies north and west to catch these troops before they can cause too much trouble. With a Tiberium field nearby, you will be able to harvest unimpeded. Now all you need to do is build up your forces and assault the GDI base. GDI has placed their base in the northwest corner of the map. Send in a constant swarm of Nod infantry against that base, until it falls under the weight of the Brotherhood.

Mission Map: Mission 2B



Mission 3: Free the People

Nod Missions 3A & 3B



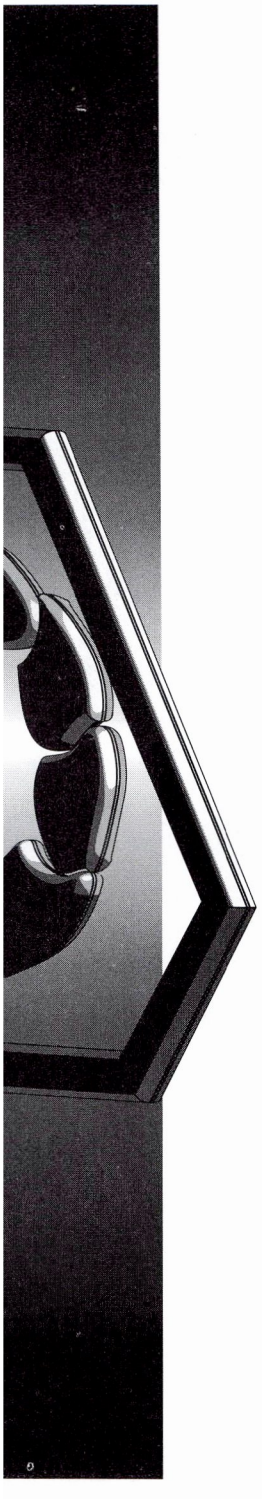
Although these missions have the same objective, the terrain varies considerably. The basic write-up is the same for both, but there are separate notes for each mission at the end of this section.

Mission Briefing

The GDI has established a prison camp in the area. This prison holds many friends of the Brotherhood. Capture this base and liberate the political leaders being held there.

Mission Objectives

- Capture the GDI prison.
- Prevent the prison from being destroyed.
- Eliminate any GDI units thwarting your success.



Accomplishing Your Mission

This is where all your hard work in mastering the proper construction of a base comes into play. You need to get the Nod base up and running as quickly as possible, and the need for Tiberium is great. GDI forces vastly outnumber Nod troops. Swarms of GDI minigunners supported by handfuls of Humm Vees roam the area and can easily crush your force.

Build your base, and start the production of your own vast force.

The newest toy added to your arsenal is the recon bike. Armed with rockets, this bike can devastate GDI Humm Vees at a distance. The bikes' weakness is the fact that they have paper-thin armor. A single infantry unit can make short work of your bikes, so protect them as best you can. GDI does not always fall for the loss-leader strategy regarding these units. Recon bikes are often targeted before any other units, as they are the greatest threat to GDI armor. Get the GDI to engage something else, then race in your high-speed bikes, let loose a devastating barrage, and then retreat the bikes. Recon bikes cannot endure a toe-to-toe battle against any armed foe.

Recon bikes: powerful weapons, little armor.

The Nod communications center may be constructed in this mission. This structure can be invaluable in leading your forces to victory. With the center's early warning system, it becomes easy to track the movements of your GDI adversary. This helps you react to GDI moves and prevents the GDI from surprising your forces. Remember that the communications can only track areas where one of your units has traveled. When possible, get your buggies out to scout the terrain surrounding your base as well as trails leading to GDI's base.

Starting Moves

Start by building your base. The MCY can be deployed in the same area that it begins in. While constructing the base, remember to leave access routes for the refinery and the Hand of Nod. When the power plant is completed, start your refinery. The initial caretaker force left with your MCY is enough to stop the roaming GDI forces until your Hand can start production. Build your communications center last, because it is more important to start harvesting Tiberium and building troops than to keep an eye on the GDI to start with. Tracking the GDI at the beginning of this mission is quite easy to do without the comm center, as they keep showing up in waves on your doorstep. Your starting troops need to be set up to handle the onslaught of the GDI attack from the beginning. Defensive fire will be the mainstay of this mission. Use the forces provided by the Brotherhood to break the wave of troops sent against Nod. Post infantry at the chokepoints to your base. These areas can be found south and northwest of your deployment zone. The southern chokepoint is quite wide, making it harder to stop GDI forces there, but slowing them down long enough for reinforcements to arrive is all that is needed to begin with. Build a team with your buggies, placing them on a Ctrl-#. This will be your quick relief force. When GDI forces start to overwhelm the infantry at your chokepoints, send in the buggies to give your troops the added firepower needed to stop the GDI. Your bikes should be held in reserve until GDI Hummers start attacking. Tie up the

Hummers with infantry or buggies, and then set loose a barrage of missiles from the bikes to crumple these GDI vehicles.

Once the initial onslaught of GDI has calmed down, it is time to clear the area of any hidden forces. To the north a scattering of GDI forces prevents your free access to Tiberium fields. These fields belong to the Brotherhood and need to be cleansed of the infringing GDI pestilence. Leave your infantry to protect the chokepoints already set up, filling their ranks with new troops produced in the Hand of Nod. Your buggies and bikes will have the duty of removing GDI forces from the Tiberium fields. Lead with the buggies to draw out any hidden GDI troops, always scanning ahead with your cursor to spot troops just out of sight. Use the combined strength of all buggies to concentrate fire upon the GDI infantry. Your bikes will be used to protect the Nod buggies from GDI Hummers, eliminating the Hummers before they can cause much damage to your buggies.

Following this strategy, though a little hectic at times, will allow you to hold half of the area. With your communications net up and spotting approaching GDI, you should easily be able to react to their presence and stop them before they can threaten your base. We have been on the defensive long enough. It is time to liberate the friends of the Brotherhood! To this point, the strategy used works well if you are in Kafia-Kingi or Al-Ubayyid. The GDI base sits in the northwest corner of the map, but because of the different layout of each base the strategy for attacking each is a little different.

Mission 3A: Kafia-Kingi

This will be a bloodbath. You will fertilize the Tiberium fields with the blood of the GDI. Build up a massive force of infantry and get ready for the assault. Move your force north and then west, through the pass between the rock and river.

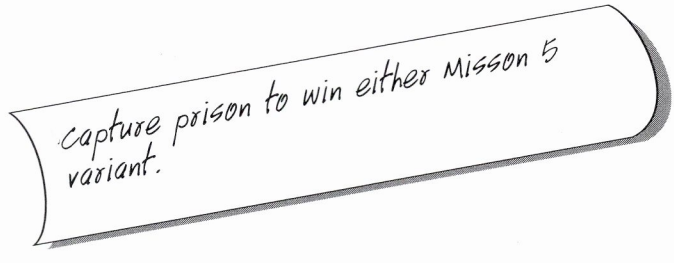
Once through this pass, send your force north. The GDI base will open up to the west. This base is defended by dozens of GDI infantry and a pair of Hummers. Much of GDI's infantry are the dreaded grenadiers. These troops will stop you from bunching up your forces, making concentration of force difficult but not impossible. Set up a mass of troops just east of the GDI base, and send in a few troops to stir things up. While GDI is trying to contend with your initial wave, keep sending in more troops. By selecting groups of three to five at a time you will have enough firepower to eliminate several GDI forces without becoming grenade bait. Keep up the pressure on the GDI. What you are trying to build is a clear path to the GDI barracks so a Nod engineer can slip through and capture the barracks.

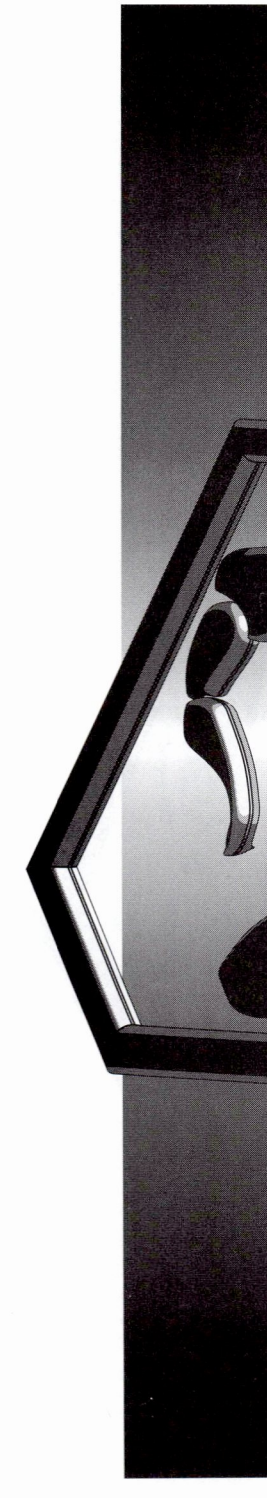
With the capture of the GDI barracks, you have cut the head off of the snake and now only the body remains. The GDI will not be able to produce more units, making their death a certainty. The capture of the GDI barracks serves another purpose. GDI has placed a guard tower near the entrance of the prison camp, making it nearly impossible to slip an engineer in and liberate the camp. Build grenadiers at the captured barracks and send them against the guard tower. Every time another grenadier is produced, send it in until the guard tower falls. Destroy the rest of the GDI base while you wait for the success of the grenadiers, targeting the refinery and silos first to take away all of GDI's resources. Once the guard tower has fallen, it is an easy stroll for one of your engineers to walk in and take the prison.

Mission Map: Mission 3A

Mission 3B: Al-Ubayyid

This battle is won by stealth and not force. Send out your buggies to scout the area. Swinging them south and then west, you will run into a lake. Going north from there you will find the GDI base. Use the power of your buggies to eliminate GDI stragglers, and bring any remaining bikes you have up behind. As you approach the GDI base a pair of Hummers will come screaming out looking for vengeance. The destruction of the Hummers will be the key to entering the GDI base. If your vehicles have been destroyed before the elimination of the Hummers, several squads of infantry will be needed to accomplish this. When the Hummers are gone build a squad of minigunners, at least five strong, and attach an engineer to the squad. Send this unit south, avoiding conflict when possible. Use your infantry to engage and remove any GDI troops you cannot avoid. Keep an eye on your radar screen to spot GDI forces before they spot you. Move your squad up to the GDI base and station them on the plateau just south of the western sandbag wall. Keep to the west as much as possible, as this will keep your troops out of range of the GDI guard tower. A large force of GDI infantry sits within the base, guarding it from Nod intrusion. Send in your engineer by rounding the sandbag wall and heading west. A GDI grenadier might throw a grenade at your engineer, but it should be only one, and the grenadier will not follow you. Send the engineer through the opening in the western barrier and have him liberate the prisoners.

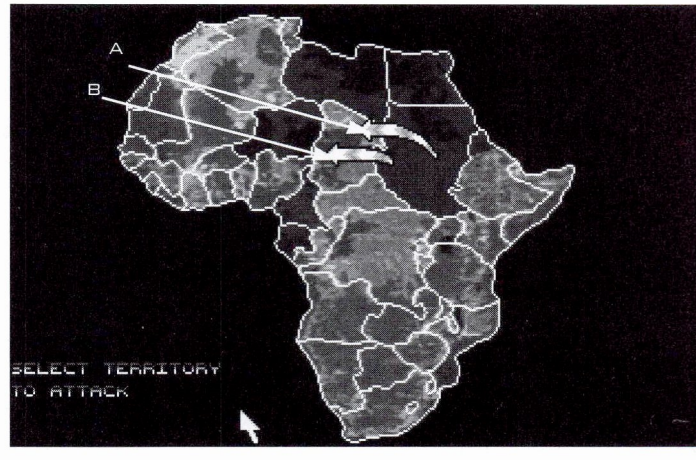




Mission Map: Mission 3B

Mission 4: Whose Village Is This?

Nod Missions 4A & 4B



These missions differ considerably and have been written up separately, after the general overview section.

Summary of Objectives (both missions)

- Kill all GDI-sympathetic civilians.
- Destroy the GDI village.
- Eliminate all GDI units.

Mission 4

Overview

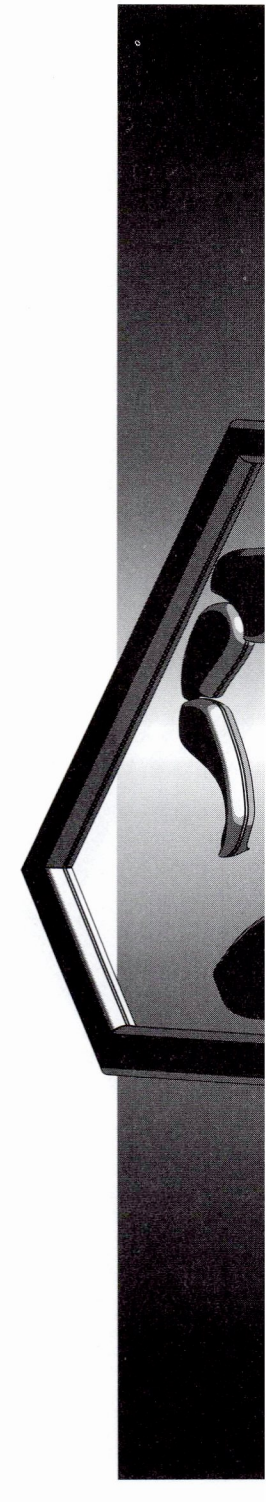
This is a basic search-and-destroy mission. You have no base to worry about protecting and nothing to defend, just targets to eliminate. The need for silencing any who would speak out against the Brotherhood is great. GDI has scattered troops throughout the area to hinder you in your mission. The GDI also has included more of its units to further hinder your efforts. The GDI APC, though similar to their Hummer, has much heavier armor. It will endure a lot of damage before it collapses. The APC has troop-carrying capacity, and though you may destroy the vehicle, the troops it carries will dive out from its destruction and may cause you as much or even more problems than the APC's weapon. Be sure to have plenty of anti-infantry forces nearby when you pop one of these cans. The other unit you will face is the medium tank. This heavily armored vehicle wields a devastating 105 mm cannon and wears a heavy shield of armor. This beast can absorb a lot of damage while wading through your vehicles. Concentrate all your forces on this unit, because you need to eliminate it quickly before your vehicles are destroyed.

The tank and APC both use tracks to move, and this gives them the same anti-infantry ability that the harvester has, mainly, crushing infantry beneath the weight of several tons of metal. The APC's speed and maneuverability makes this tactic devastating to Nod infantry, who cannot even run away from this unit. Tracked units also have the ability to crush your recon bikes beneath their mass, though the speed of your bikes makes this task a little more difficult. Make sure to keep an eye on any combat between tracked vehicles and bikes. Keep the bikes moving and firing to take down the enemy before they can run down your bikes.

Do not think this task is impossible, for the Brotherhood has also supplied you with new troops. A detachment of rocket infantry has been assigned to your task force. With their long-range bazookas these units can peel back the armor of even the largest of GDI's vehicles. When firing en masse, your rocket troops can destroy even GDI's medium tanks in just a couple of volleys. The drawback of this unit is that it has even less armor than do Nod minigunners. This makes the rocketeer highly vulnerable to grenadiers and minigun infantry. Do not bunch these troops up when grenadiers are in the area, and try to screen them with your own minigunners. The use of their rockets often is the turning point of a mission, so do not squander this resource needlessly.

Tracked vehicles can crush bikes as well as infantry.

Mission 4A: Oum Hadjer



Mission Briefing

GDI is relocating the citizens of Oum Hadjer. This populace is sympathetic to the GDI cause and must be eliminated. Destroy this village and terminate the GDI rescue operation.

Accomplishing Your Mission

You start this mission at the end of a box canyon. GDI has set up an ambush at the mouth of the canyon and you must break free to accomplish your mission. Your infantry or your vehicles are not enough to get out by themselves; they must learn to work as a unit. Make four teams, placing like units in each team. This will give you three teams—one each of minigunners, rocketeers, and buggies—and a final team of recon bikes. Work these units down the canyon en masse, never letting the vehicles outpace your infantry. The canyon will turn to the east; leave your rocketeers here for now. Send the minigunners through first. When the canyon heads back to the south, line the minigunners along the east side of the canyon.

There are a pair of GDI grenadiers above your force to the west, so keep an eye out for them. Next bring through your vehicles to meet up with your minigunners. Slowly edge the buggies south until your cursor warns you of GDI presence. Line your forces up and head them into GDI's trap. Send in the buggies first, followed closely by the infantry. Assign both of these forces to engage the GDI grenadiers first, and then send them against any GDI minigunners. As your buggies race into the battle a Humm Vee will become visible. This is the target for your bikes—send them in with their rockets blazing.

A quick bloodbath later, you have cleared the area, and the Brotherhood mission can begin in earnest. If you crushed the GDI's ambush quickly enough you should be able to catch an APC out in the open trying to head for safety. Send the bikes and buggies after the APC to shorten your mission. If the ambush held you up and the APC is not there, or if it escaped, do not fear; you will catch up with it later.

Time is a factor here, because you must get to Oum Hadjer before their population has a chance to get out. Send your buggies and bikes west until they come to the river that circles Oum Hadjer. On the other side of the bridge GDI has posted a pair of Hummers to cover the civilians' escape. Race across the bridge and destroy the Hummers. With their destruction, your bikes and buggies can begin the extermination of the population of Oum Hadjer. While your vehicles are killing civilians, bring your infantry down and into the town (do not forget about the rocketeers you left in the canyon). While they wait for the infantry to arrive, remaining Nod vehicles can cross the northern bridge out of town and chase down all civilians trying to flee toward the GDI base. Eliminate all the civilians and then return to the town. Do not try to engage the base, as its guard towers will make short work of your vehicles.

Once all GDI presence has been removed from Oum Hadjer, start leveling the town. Obliterate Oum Hadjer from the face of the Earth as an example to all who would stand against the Brotherhood. With the destruction of the village your mission should be complete. If you do not get the "Mission Accomplished" message, you have let the GDI APC escape to its base filled with civilians. Now it is time to track it down. Send your entire force east out of Oum Hadjer. When the force makes it to the eastern edge of the map, send them north. A GDI base sits there, with the APC parked in the center. Move your forces up the ravine to the sandbag barrier. Use your bike or rocketeers to open a path through this barricade. Enter the base, staying far enough east to remain out of range of GDI's guard towers. Line up your rocketeers southeast of the APC and let the rockets fly. Your rocketeers should easily destroy the stationary APC and all civilians who escape its destruction. With this, your mission is truly completed.

Mission Map: Mission 4A

Mission 4B: Mao

Mission Briefing

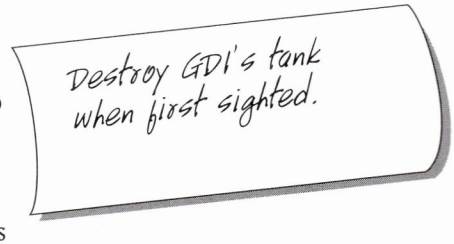
GDI has been escalating the civil war in Mao. Supporters of the Brotherhood are in need of your aid. The GDI is basing its operation out of a nearby village. Eliminate this village and all civilians as a lesson to all who side against the Brotherhood.

Accomplishing Your Mission

Your vehicles are the key to victory in Mao. Their speed and armaments will win the day for you. Separate your force into teams each consisting of identical units: one team of buggies, one of bikes, one of minigunners, and the last made up of rocketeers. Ignore the infantry to begin with and get your vehicles revved up for some guerrilla warfare. When maneuvering the buggies and bikes, always lead with the buggies, as their heavier armor will allow them those few extra seconds of life, which can mean enough time for the recon bikes to race in and eliminate the GDI armor. Send your vehicles west to take out the Hummer and infantry hiding there. This will also release GDI's medium tank from its guard spot up on the ridge.

Once GDI has been eliminated from this area, head back east and cross the river. A few infantry troops will be hiding in the trees. Use the buggies to eliminate this threat. While you are battling the infantry, a Hummer with infantry support will start moving north to engage your units. Send the buggies after the infantry, marking grenadiers as highest priority to eliminate. Your bikes should be targeted on the approaching Hummer and will eliminate it with ease. This will secure this area, and you can move your infantry across the ford. The infantry are your reserve for when the vehicles have taken too many losses to continue. Moving your vehicles up lets your troops react faster to the GDI threat. Make sure the minigunners are placed in front of the rocketeers as a screen against any GDI units that slip past your vehicles. The hunt is still on—GDI forces have you greatly outnumbered, and you need to aid Nod sympathizers as well as eliminate the GDI. Send the vehicles south again across another ford. The GDI medium tank should be in the area about now. It is important that you destroy this unit now. If the medium tank survives it will entrench itself at GDI's village, and your surviving vehicles that reach the village may not be able to take this metal beast down.

Once the tank has fallen, send the buggies southwest to aid your supports. A few GDI infantry are killing citizens and destroying buildings there. Keep control of your troops when in this area, because often in the heat of battle overzealous Nod troops will start targeting anything that moves. When the GDI forces in the area are gone, move your vehicles

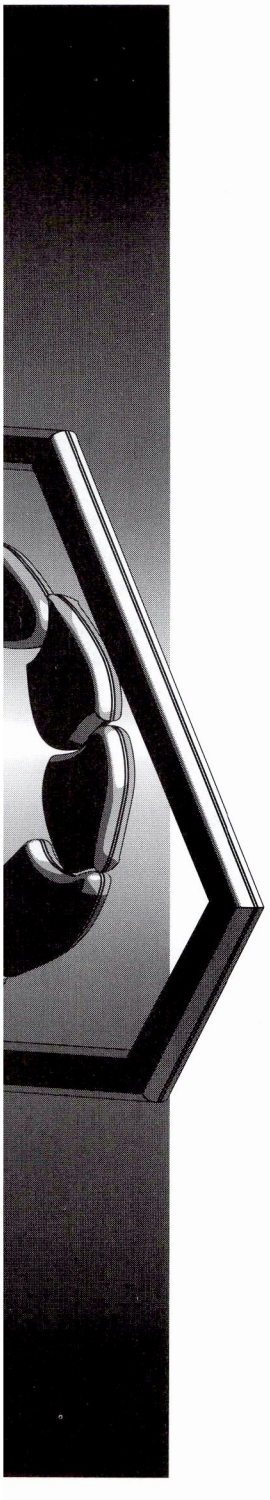


away from the town. GDI may send an APC into the area while you are eliminating their infantry. Engage the APC with your bikes, but move the buggies in as quickly as possible. When that APC blows, several grenadiers and minigunners will leap free. Take out the grenadiers first, concentrating your buggies on them. Let your bikes pick and choose targets on their own. If any bikes are in danger of being destroyed, or if the GDI infantry engages your units at too-close range, remove the bike(s) from the field to prevent damaging your own vehicles with the bike rockets.

Now is the time to go after the village. Send your vehicles around the southern edge of the plateau west of the GDI position. Send your infantry around this plateau's northern slope. Your vehicles still have a trio of Hummers to get rid of: two up on the plateau and one just northwest of it. Keep the buggies in front to draw out the Hummers, moving slowly to bring the Hummers forth one at a time. Once the buggies engage, let the bikes loose to finish the job. With the destruction of the Hummers, nothing insurmountable stands between you and the village.

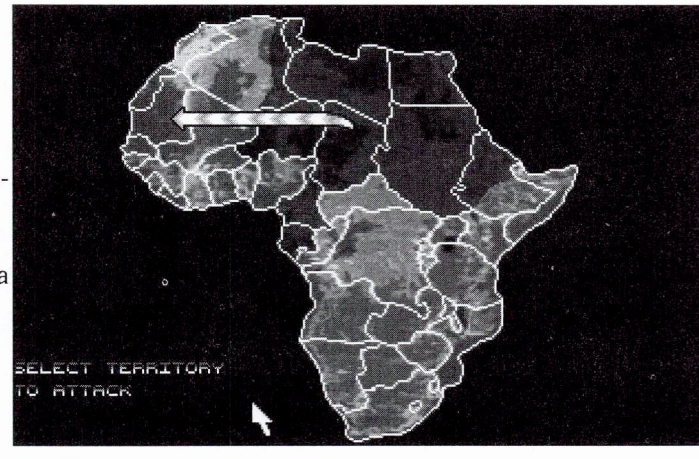
Keep your infantry heading north and west up the slope leading to the village. There will be several infantry to take out on the way, so let your minigunners lead the way. Keep your forces spread when grenadiers arrive by pressing the X key while your forces are selected. Concentrate your fire on the grenadiers first, and then mop up any supporting minigunners. Your infantry and vehicles should try to approach the village so they will both arrive about the same time. GDI will probably send in another APC of reinforcements; this combined with the number of infantry they already have in place in the village will make for one nasty fire-fight. As always, attack the GDI armor with your remaining bikes and rocketeers. Target the grenadiers first with your minigunners and buggies. After a brief but deadly battle, the ground should run red with GDI blood. All that remains is to let your forces kill the civilians in the area and raze their village.

Mission Map: Mission 4B



Mission 5: The Air Up There

Nod Mission 5



Mission Briefing

Our bfattle for Africa is progressing. To aid in this progress the destruction of the GDI air base in this area is necessary. Build a base, using the new Brotherhood SAMs for protection, and eliminate the GDI.

Summary of Objectives

- Eliminate all GDI forces.
- Locate the GDI base and destroy or capture all structures.
- Produce SAM sites to protect your base.

Accomplishing Your Mission

Overview

You must knock out GDI's base in the area, and to aid in this you have been given access to the latest in Brotherhood technology: the SAM site. Though this structure works great against enemy helicopters, you will find its abilities less than stunning against air strikes. (It takes a minimum of 3 sites to bag a GDI ground support aircraft.) You must build at least one, but carefully consider your options before building more; the 750 credits per site saved can be better used elsewhere. Two or three SAM sites on the north edge of your base should suffice.

Tiberium is abundant in the area, so you might consider buying a second harvester to scoop up as much as possible to feed your hungry war machine. Don't worry about denying Tiberium to the GDI right away. They have the capital to easily produce a second harvester, and time wasted in this endeavor will just needlessly sacrifice the units that attack the GDI harvester.

Starting Off

You begin this mission with a sizable force of four bikes, a buggy, and a light tank. The object is to use this force early and cut off the hydra head of GDI before it grows too great to contend with. Send the four bikes north to the cliff. Deploy these units here to knock out a pair of GDI Hummers that will soon be stopping by. Next, send your buggy west just far enough to find the Tiberium field that sits there. You do not want to leave your deployment area too soon and alert the GDI to your presence.

Construct your base, building initially to the northwest. This will place your refinery closer to the Tiberium and your Hand of Nod almost to the cliff where your bikes are sitting. You start with minigunners and rocketeers, so build a couple of flamers and put them on guard to help protect against GDI grenadiers. GDI forces will come from the northwest. Although the west is open, the GDI infantry will travel north around the Tiberium field there before attacking your base. Use your infantry to protect the base; your armor has another job to do.

Base Assault

Though GDI has placed its base in difficult-to-get-to terrain, the base is vulnerable to attack in two important areas. You can slip a force in behind the GDI base and attack both the construction yard and the weapons factory without even entering the base.

Once your base is started and you have enough infantry to protect it, send a force consisting of a bike, a buggy, and your light tank west toward the village there. Send a second force, consisting of the other three bikes and some flamer infantry, north. The first force should get to the plateau where the village sits and travel around it to the north, avoiding any contact with GDI forces if possible. Make sure to avoid contact with GDI armor, as this will destroy your light force. Once around the village, cross the bridge you see to the north. A minor skirmish will ensue across the bridge, but your force should be able to handle it. Remember to always lead with the buggy, as it is the most expendable unit of this group. Its purpose is to eliminate any infantry troops that stand in your way.

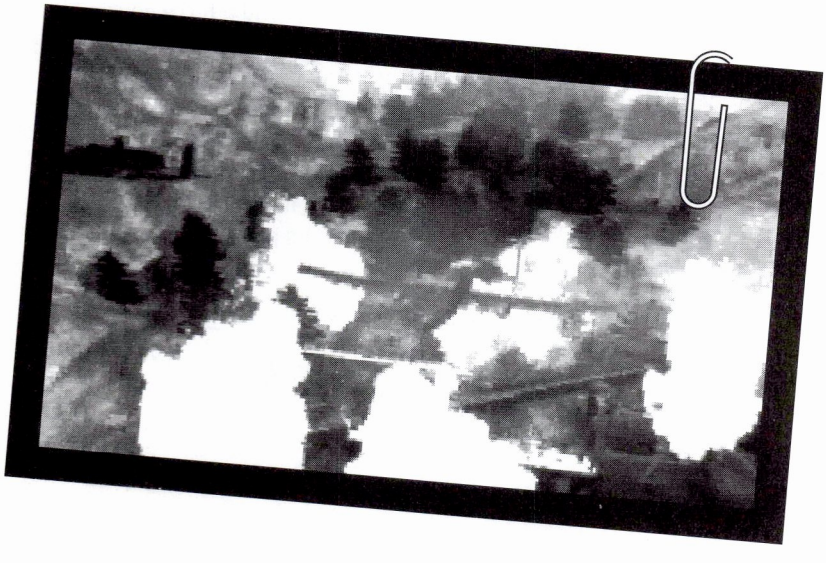
Once across the bridge, circle the river to the northwest and you will

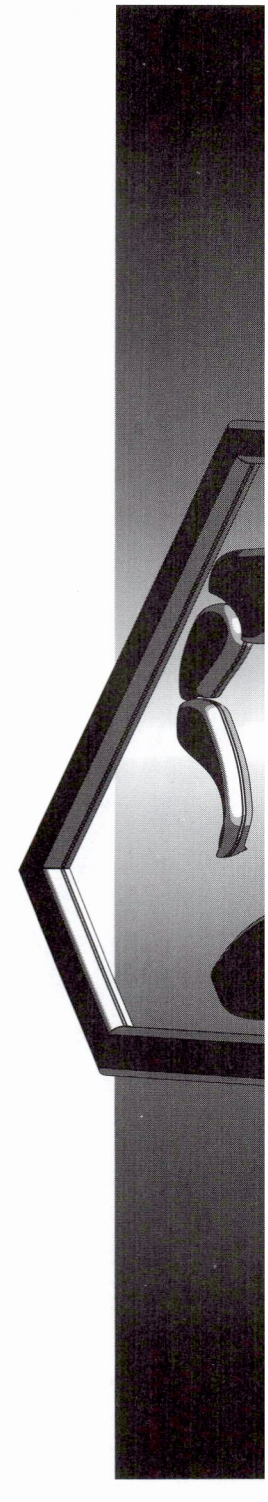
Build at least one SAM site to win mission.

see the construction yard appear in the northwest corner of GDI's base. While this is occurring, the second force heading north should encounter several GDI grenadiers. Use your flamer infantry to clear the path for your bikes. If you run out of infantry, send up reinforcements; the bikes need to get through here. Once the path is cleared, send the bikes up the ridge, first north and then west until they can just see a GDI building. This is the weapons factory. Line the three bikes up and start your attack on this structure. Once this attack begins, have the force at the other side of the GDI base start their assault on the construction yard. This will throw the GDI into a panic and they will start sending forces out after your units. Don't worry—you should have destroyed both structures before the GDI can get to you.

Once these structures have fallen, start scattering your units, because a GDI air strike will soon be coming. If the air strike catches and destroys one of your strike force, the accomplishment of their mission was worth the sacrifice. With the loss of these two structures, the GDI cannot hold up against your force. Build your airstrip and start bringing in tanks and buggies. You can now strike out after the GDI harvester to cut into GDI funding, but even with a constant flow of Tiberium GDI is doomed.

Send your forces north from your base and then west between the two lakes. Use the light tanks to knock down the barricades and allow you entrance to the GDI base. Once inside, start attacking the base, keeping out of range of the two guard towers. If these become an annoyance use your tanks to knock them down. The prime target of your assault is the barracks. With this structure gone GDI will not be able to replace lost units, making for a war of attrition in your favor. All that remains is to eliminate any GDI units lurking about.

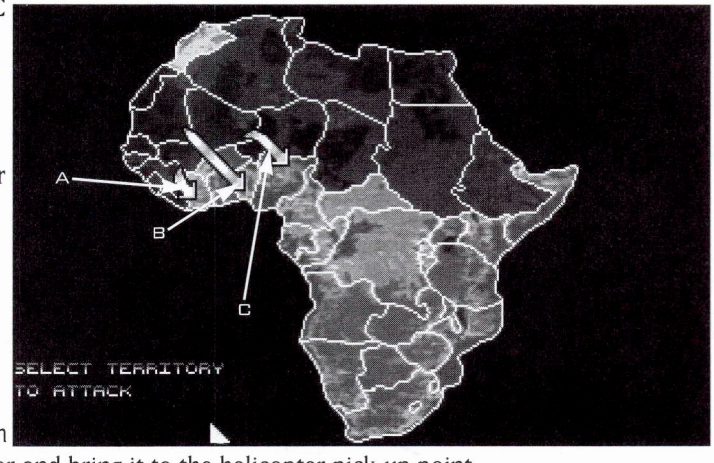




Mission Map: Mission 5

Mission 6: To Find a Box

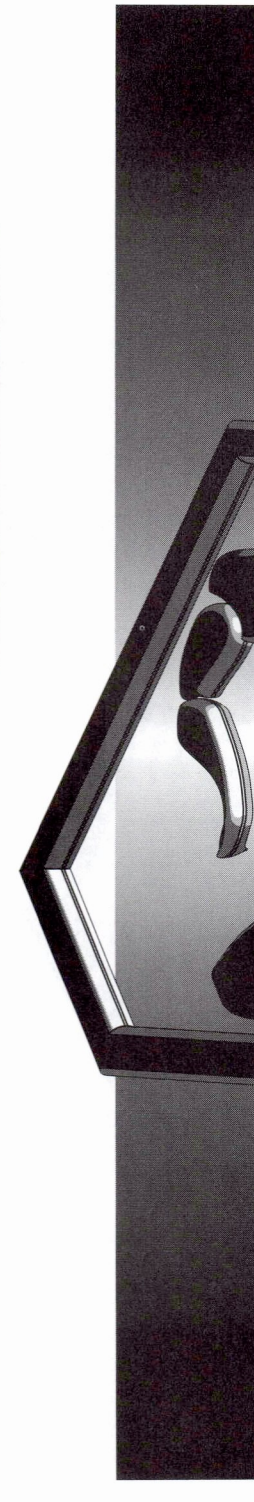
Nod Missions 6A, 6B, & 6C



Mission Briefing

GDI has imported a Nuclear detonator in an attempt to coerce the local political leaders to bend to their will. It is imperative that you capture this detonator and bring it back to the Brotherhood. The detonator should still be packed in its crate. Grab the detonator and bring it to the helicopter pick-up point.

These are three different missions. Each of them has been written up separately.



Mission Objectives

- Find GDI base
- Capture crate with nuclear detonator inside
- Bring crate to helicopter pick-up point

Mission 6A: Abidjan, the Ivory Coast

This mission takes from you the very strengths of the Nod forces. With a handful of troops you must face the GDI. The GDI have more troops than you do, and they are of a greater caliber than your own Nod. Still, the GDI cannot be allowed to intimidate the local populus with their nuclear devices. To succeed in this mission you must find the weaknesses in the GDI force and exploit them as much as possible. Facing the GDI infantry with Nod equivalents and GDI armor with Nod armor is the surest way to defeat. Use stealth and diversion as your guides to victory.

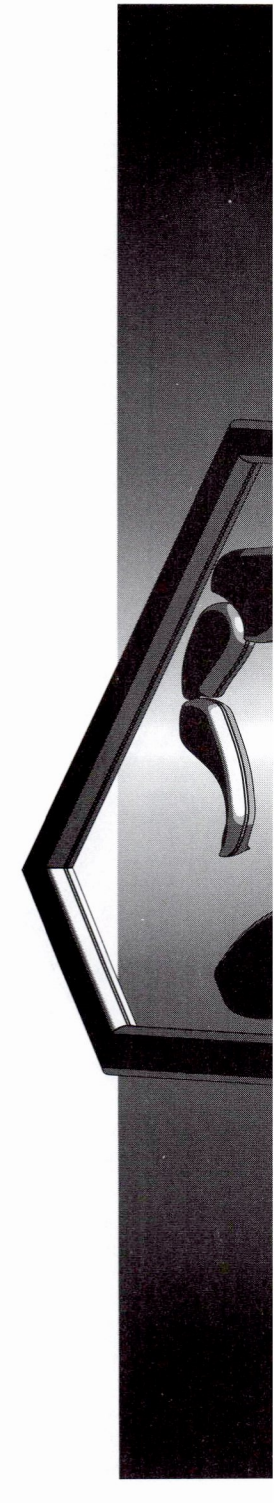
Your troops are split into two forces and separated by a ridge; the terrain in the area prevents you from joining forces. Though unable to combine their force, these units can still support one another. Start with the first group—this is the western force sitting in the ravine. Move them forward with one of your light tanks leading the way. GDI grenadiers will charge forward to engage your tank; while they are assaulting your armor, send the Brotherhood's minigunners and buggy after them. These units will quickly dispose of the GDI infantry. Your assault on these forces will bring a hummer and an infantry squad charging you from the GDI base. You can wait for this force, or start clearing the path for your second force. To clear the path, place your buggy against the eastern wall of the ravine. By moving along this wall you will be able to spot a pair of grenadiers sitting above. Place your buggy north of these units, far enough away that the grenadiers are not attacking your buggy. Now target the first grenadier and keep up the pressure until he is plant food. Scoot your buggy just one notch south and eliminate the second grenadier. This will get the attention of GDI's medium tank also sitting on the ridge above. When the medium tank opens fire upon your buggy, race forward your rocketeers to peal it like a grape. With these units gone, force two should have a clear path to GDI's base. While you were clearing the path for your brethren, the second squad of GDI with their hummer should have arrived, that is if you didn't wait for them and kill them before engaging the GDI forces on the ridge. When GDI arrives, target the hummers with your light tanks, keeping Nod's armor in the forefront. In this manner the hummer will be dispatched with little effort, and while GDI is trying to destroy your armor with grenades and miniguns, your own squad of minigunners can sweep the GDI from the field.

Now is the time to send in your second force. Have these troops follow the river south and then east, keeping your units as close to the river as possible. The object here is to creep along the river never letting the second medium tank know of your presence. Once your first troop, most likely the recon bike, reaches a stand of trees just south of the river; have it stop here and wait for the rest of the group to catch up. While these units are racing along the river, keep an eye on them to stop them from straying too far south or shooting at the nearby villagers and thereby attracting the attention of the second medium tank. After your force is

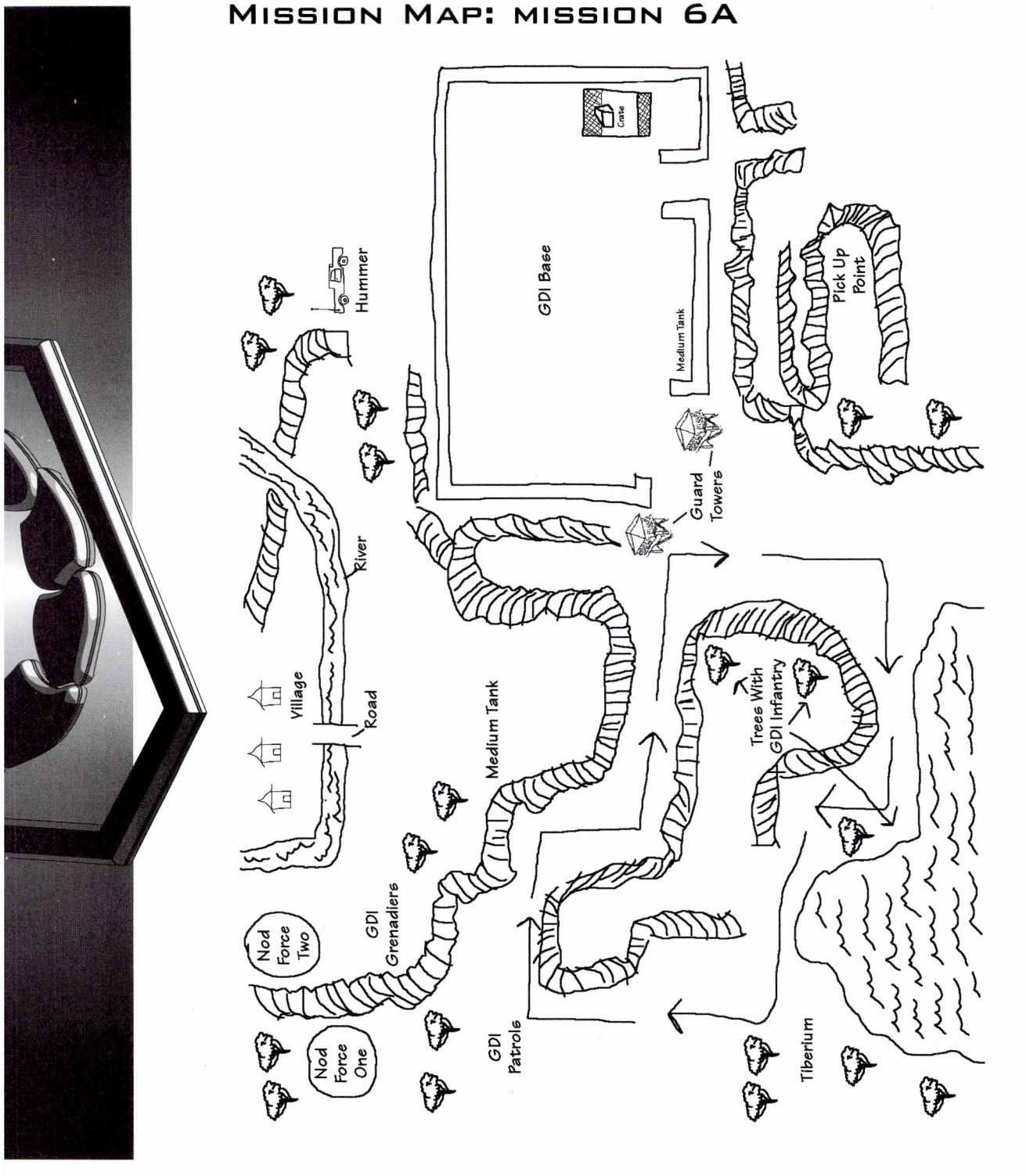
gathered near the trees send the light tank forward, a hummer waiting in ambush will spring out and attack your tank, concentrate the fire from all of your units on the hummer sending it to the afterlife. With the hummer out of the way make your way east until you reach the GDI base.

Move your light tank close enough to the sandbag barrier to allow you sight of the base behind. Have one of your rocketeer infantry target the western most power supply and keep pounding it until the structure falls. By attacking the western power plant, your unit is using the GDI base as cover to protect it from GDI retaliation. When the power plant is ready to crumple the GDI will sell it, gaining two infantry to help protect the base. Move your minigunners up behind the rocketeer for support and target the newly formed GDI infantry with your bazooka. Keep powering the rockets into the GDI until a stray couple of shots knocks a large enough hole in the sandbags to allow them to come out after your infantry. Retreat the rocketeer behind your other forces and let the Nod minigunners and vehicles eliminate GDI's infantry. A squad of GDI minigunners will come racing to the aid of their comrades, being alerted to your presence by the attack on the power plant. Dispatch these units in the same manner.

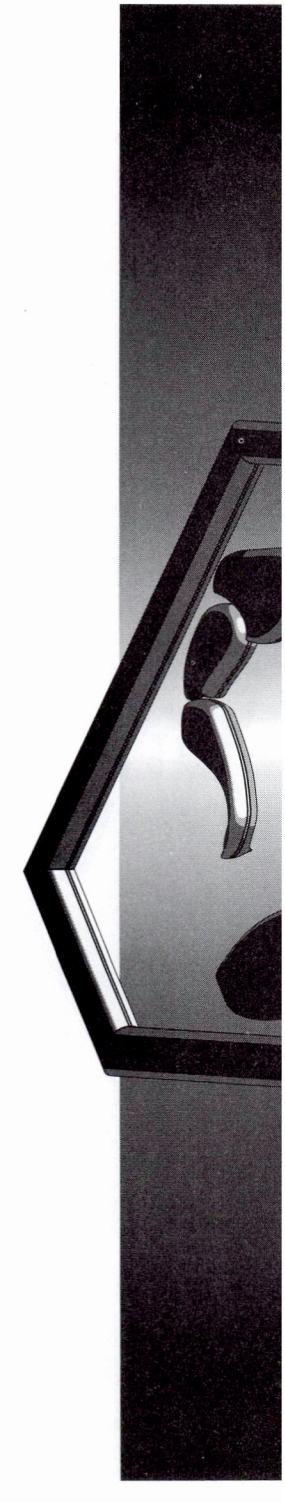
With the GDI taken care of, it is now time for you to enter the base and search out the detonator. Care must be taken, for there are still several guard units protecting the area. Send in a single rocketeer through the opening in the sandbags. Have this man march west down the path between the construction yard and the refinery until he reaches the western barricade. Target the sandbags and open up another hole in GDI's defenses. Exit the base then turn right around and knock a new entrance into the sandbags just south of the refinery, allowing you to re-enter GDI's base. Care must be taken not to got too far south, or the guard tower station at the entrance of GDI's base will open up on your troops. Enter into the base and creep along the refinery until your reach the silo. Once here head south east with care, if your troop deviates too far east GDI grenadiers will attack him, too far south and the Humm Vee will dispose of your troop. Getting through with the first man can be difficult; if you lose him, send in your other rocketeer staying away from the guard force that eliminated the first. As your troop heads southeast he will spot the crate holding the detonator behind a chain link fence. Target this fence until it drops. Once the fence is down grab your prize and start heading south out of GDI's base. You will find a plateau in the southeast corner of the map where smoke has been dropped. Climb up the plateau and wait for your ride home.



Mission Map: mission 6A



Mission 6B: Benin, Porto-Novo



You are given a substantial force to infiltrate GDI's base and capture the crate. Though your force may seem unstoppable at first, GDI has several surprises in store. There are five medium tanks that you must punch through along with their infantry scattered throughout the entire area. The forces of GDI have been studying our forces and have copied our rocket infantry. They have started to deploy bazooka armed troops as a counter to our armor columns. Use the Brotherhood's minigun infantry to eliminate the GDI bazooka troops before they can bring their arms to bear on our vehicles.

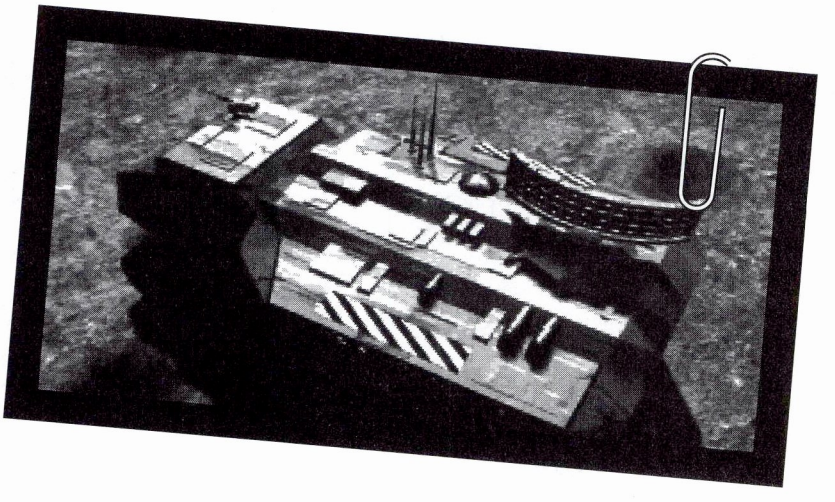
After the mission begins, start making teams of your force using the Ctrl-# key to allow easier deployment of forces. While you are doing this, a large GDI detachment will come racing against the Nod column. There is no need for you to worry about this force; even without EVA operative intervention, Nod forces will quickly dispatch the GDI without sustaining any casualties. After this encounter is finished, send the most damaged light tank and recon bike east across the river. Have the light tank with greater sight range follow the edge of the cliff, spotting as much of the GDI base as possible. You should see the edge of GDI's construction yard and a Tiberium silo below you to the south. Have your light tank and recon bike start hammering the construction yard taking GDI's attention away from your main force.

Send your main force south leading with your buggies to spot GDI's infantry hiding in the trees before they can attack your force. The ridge will open up to the east where a bottleneck exists. GDI has set a trap for your force there. Three medium tanks guard this pass with a handful of infantry as support. Send a small contingent of minigunners to scout the area for you. Hidden behind a tree upon the ridge will be the first medium tank; hit this unit with the combined force of your bikes and rocket infantry. Make sure that you keep a screen of infantry east of your main force to impede any GDI foot troops that may wander into your force. Use the Nod minigunners to engage GDI's bazooka infantry and your buggies to engage their grenadiers that sit on the ridge.

There are still two more medium tanks to contend with, one south of the ridge, the other north. Make two tank killer squads of one minigunner and three rocketeers each. Send one tank killer after each medium tank leading with the minigunner. These squads should be able to take out the medium tanks, if one squad is having problems, reinforce them with your bikes. With the demise of these units there is just one more hurdle to jump to get you to GDI's base. As you descend off of the ridge to the east you will come to a river. Follow the river north until you find the final medium tank sitting upon a bridge crossing the river.

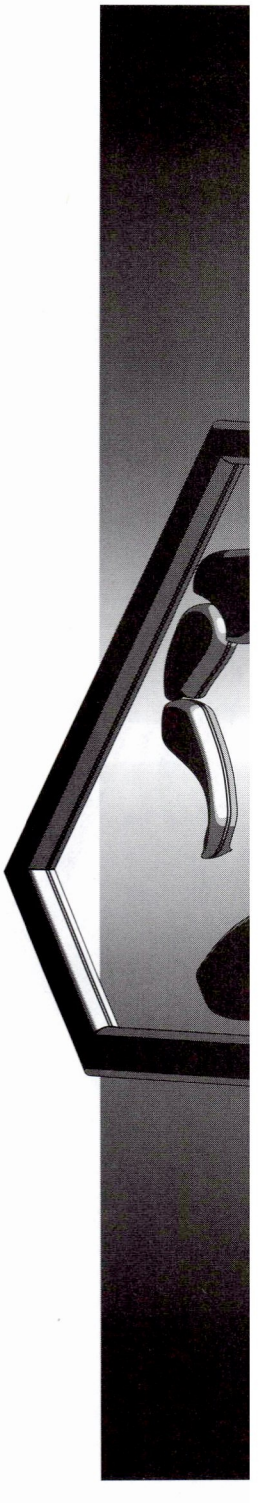
Use your tank killers and bikes to engage and destroy GDI's last tank. Send your column west, then north up the ravine until you come across a second bridge. This one is guarded by a lone GDI hummer, laughable defenses in light of what you have already faced. Send in the bike and buggies to clear the way across this bridge. Once across the bridge there is a small staging area where you can set up your forces for the assault on GDI's base. Place the light tanks to the east of this area, and the rest of your units behind to support them if the GDI sends forth any harassment squads. You will notice that we have kept both of these vehicles out of combat up till now. We need them healthy to accomplish their part of the mission. Slowly edge your light tanks eastward, keeping them side by side until you can just see GDI's guard tower.

Open fire with both tanks on the guard tower and keep firing until it drops. After the tower is down, engage the light tank's engines and shoot them into GDI's base. Ignore the second tower that will open up on you. Once inside you should see the crate with the detonator inside a chain link fence; use your light tanks to knock a hole in the fence and grab the crate. GDI will have a small contingent of troops harassing your tanks while they are grabbing the crate—send in the Nod buggies to occupy this force. After you have the crate, knock down the other side of the fence and head southeast out of their base. The armor on your light tanks will stand up to the constant fire from GDI's guard towers long enough for your to make good your escape. Once out the other side of their base, start heading south. You will eventually see the smoke grenade dropped to mark your pick-up point; get your tank there and load the detonator onto the waiting transport.



Mission Map: mission 6B

Mission 6C: Abuja, Nigeria



Finally, a mission that shows the true strength of the Nod force. Your mission is to take a crate out from under the nose of the GDI commander. There is no need to go toe to toe with him, or to fight using his rules with his ball. This is Nod's playground and you will show him just what speed is for. Your force starts in the south eastern corner of the map, make teams of your like units, except for the flamers. Flame infantry is best used in a solitary manner or to set up ambushes.

Let a flamer lead your force north. You will come across a few GDI infantry and one of their medium tanks. Use the flamer to dispose of his infantry and the loss leader approach to deal with his tank. Once at the northern end of this plateau, set up a flamer in ambush on each side of the western exit. Place your rocketeers just east of these units and send out a buggy as the bait. GDI has infantry just west of this location and a medium tank on the bridge behind them.

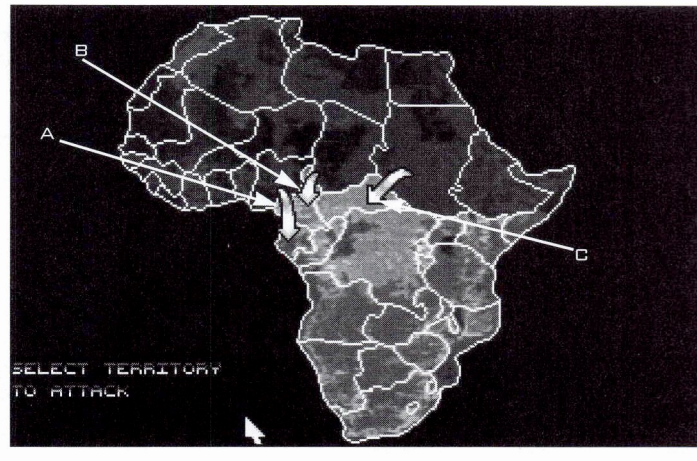
Fire a shot or two at the infantry and then race back behind your infantry. The flamers will fry up GDI's infantry while your rocketeers will punch large holes in his tank. There is also a GDI grenadier pretending to be a tree just outside the exit to the plateau. Make sure you show him that he needs work on his camouflage. With these units clear the path is open for a Nod victory. Move your light tanks and bike to the north side of the bridge. Send your tanks heading west into the GDI base. Once the towers start engaging your tanks, it is time to make your bike earn his keep, race him in behind the tanks.

Do not engage any GDI units, this mission requires speed, not strength. With the tanks moving deeper into the GDI base, the crate will be found. Send the bike after it. Once it is in hand send your force south out of GDI's base to your pick-up point. Any losses you incur is negligible, all you must do is get one unit to the pick-up point. This will probably be a wounded but still running bike since GDI's towers engaged your tanks and the bike only took sporadic fire from GDI units standing about.

Mission Map: mission 6C

Mission 7: This Is Our Tiberium

Nod Missions 7A, 7B, and 7C



These missions are considerably different from each other. As such, they have been written up separately.

Mission 7A: Koula-Moutou

Mission Briefing

The Brotherhood has discovered a large Tiberium field. The nearby villagers have laid claim to this field as their own. Eliminate all the villagers, making an example of them for all others who might consider interfering with the plans of the Brotherhood.

Mission Objectives

- Find the village.
- Eliminate all civilians.
- Avoid a major confrontation with GDI.

Accomplishing Your Mission

In this mission it is not necessary to eliminate all GDI forces. In fact, the mission is easier if you do not seriously engage GDI. GDI troops abound in the area, and your base will be under constant assault. Neither mission can be accomplished by brute force. Tiberium is abundant for both forces, but GDI seems to be able to produce it much faster than your harvester can bring it in. A head-on battle is a lost cause. You must do something totally unexpected to accomplish these missions.

The village of Koula-Moutou sits nestled just north of GDI's base. The base's guard towers overlook part of the village, protecting the village with their guns. An abandoned Nod base in great need of repair sits in the northeast corner of the map. Take your starting force and build them into teams, making sure that like units are grouped together. Lead the force with your armor units, sending them south along the beach. Have the minigunners follow closely behind. As you reach the southern point of the beach you'll discover a small village. Have the minigunners eliminate any civilians standing around. Make certain that your flamer infantry and rocketeers are left behind far enough so that they do not start firing on the civilians. The collateral damage of their weapons can cause great harm to your bunched forces.

Heading west across the bridge will lead you into the ravine that exits at the village. GDI has stationed a few grenadiers in the village. To spook these units out and destroy them, send in your flamers one at a time. You should be able to eliminate all four grenadiers with the loss of just two flamer troops. Stop your tanks on the road just as you are entering the village. You will see a church directly south of your position. Open up on this building. When the building

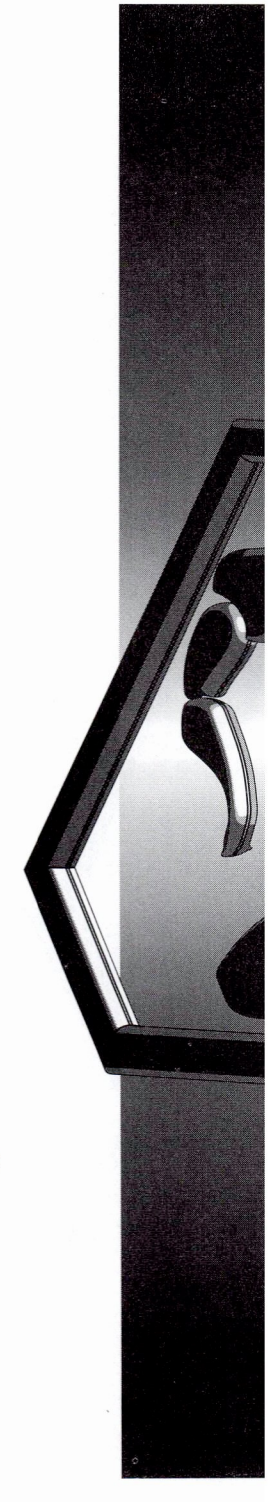
falls you will find a crate containing 2,000 credits, which will be used to repair that damaged Nod base. After the church falls and the grenadiers have been removed, start sending your force north across the bridge through the town. Keep your remaining flamers and your engineers in the town. Send these units to the west end of the village. At the southwestern corner of the map you will find a power plant and a hospital. It is important that you get one of your engineers in to capture the power plant. Use the remaining flamers to cover the engineer's approach, engaging any grenadiers that happen to wander out from the base.

By this time a smoke grenade should have been drooped at your base, and construction options have appeared. Repair the base and start constructing a Hand of Nod. GDI will be sending out an air strike to destroy any damaged buildings, so repair is important. Once the Hand has been built, start making a mixed assortment of forces. GDI will be sending medium tanks and grenadiers to assault your position, and you must be ready for both. Line up one tank near the bridge just south of your base to slow the GDI advancement from that quadrant, and have the other tank set up just west of the base. Have all your infantry spread out to cover the area and make them less of a target for the Warthogs. Form two tank-killer squads, each consisting of a single minigunner and a pair of rocketeers. These squads should be sent west. When they reach the Tiberium field have them circle the fields to the south and then continue on to the west. They will come across a ravine. On top of the north-and-south rise sit two medium tanks that will cause your base no end of grief if they are not taken out. Send one tank-killer unit after each tank, making sure to lead with the minigunner. This will ensure that your rocketeers live long enough to destroy the tank.

Staying on the defensive will not win the battle.

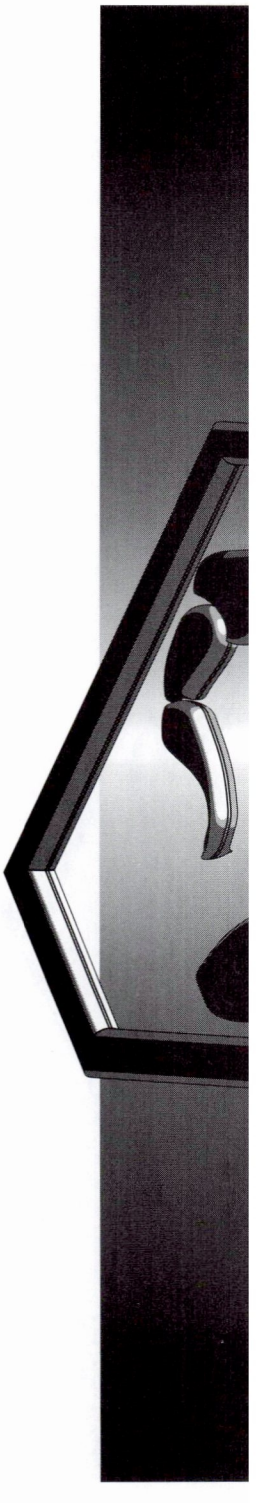
After both tanks are destroyed send the squads farther west into the ravine. When the area opens to the north, let your forces follow. What these troops will be doing is going to the north edge of the map and then heading back to the east to sit above your base. From this vantage point your rocketeers should be able to shoot down GDI's Warthogs before they can do much damage. They also hold the ridge, preventing one of GDI's medium tanks from parking up there and destroying your base unhindered.

While your troops are marching across the landscape, build a pair of sandbag barricades coming east from the power plant you captured near Koula-Moutou. After these are built, construct a second Hand of Nod. This will allow you to rapidly deploy the infantry needed to destroy the village and eliminate all the civilians in the area. When the second Hand has been placed, click it until the word PRIMARY appears. Any infantry built from this point on will be deployed at this Hand. If you need forces at your original Hand, go to it and click until it reads PRIMARY. Now all you need do is build a couple of flamer infantry and let them loose on the town. Two or three should be enough to destroy the village and any GDI troops that might come out to save the civilians.



Mission map: mission 7A

Mission 7B: Bertoua



Mission Briefing

The Brotherhood has discovered a large Tiberium field. The nearby villagers have laid claim to this field as their own. Eliminate all the villagers, making an example of them for all others who might consider interfering with the plans of the Brotherhood.

Mission Objectives

- Find the village.
- Eliminate all civilians.
- Avoid a major confrontation with GDI.

Accomplishing Your Mission

The only passage into Bertoua is straight through the heart of a GDI base. They know it will take a major force to break through this base and that they can field more troops than we are able to. This will be a risky mission, but with speed and luck you should be able to accomplish it. Your MCY is deployed almost on top of a huge Tiberium field. Transform the MCY right where it sits and start building your base. Split your starting force into two roughly equal groups, sending one southeast and the other southwest. This area is easily defended, having only two entrances to gain access to it. The river can be crossed by either the rive or the ford that sits just south of your deployment zone.

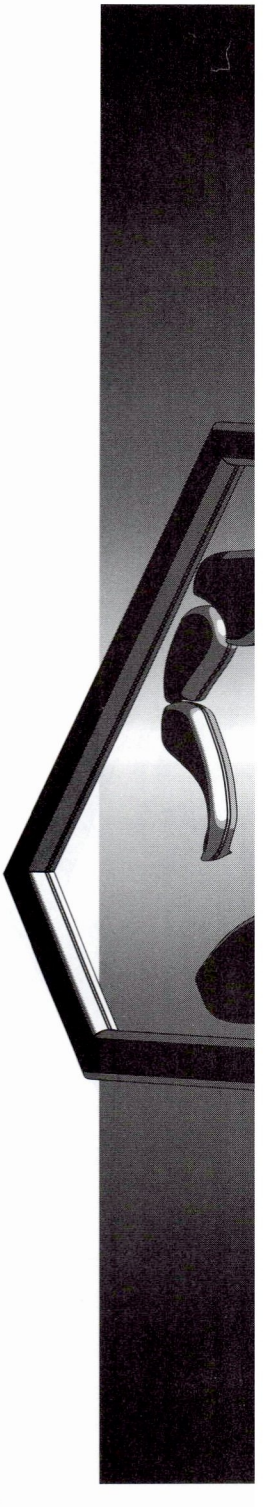
GDI knows the importance of this mission and will be sending wave after wave of units against your position. Maximize your weapons advantage at these two key areas. Split up your anti-infantry and anti-armor units so a few of each guard both entrances. Keep the tanks to the forefront. They can endure the punishment better than any other unit you have, and while the enemy pounds on their armor your other units will be able to send the GDI invaders on to their next life. The plan here is to just hold the line and prevent GDI from interfering with the construction of your base. Build a Hand of Nod after the refinery is completed. This will give you additional forces to shore up any weak points in your bridge defense. The next structure that should be built is your weapons runway. You have need of a handful of buggies to accomplish this mission. Keep an eye on your defenses. GDI may try to position a medium tank at long range to pick off some of your forces. If this happens, surge across the bridge and annihilate the tank for its arrogance. After you have rid yourself of this unit, retreat back across the bridge and defend your base.

When you have completed three to five buggies it is time for these units to earn their keep. Speed these units across the bridge and to the southeast. You will come across a ford in the river that runs east-west. Speed across this ford and then north until you see the entrance to the GDI base. Send your forces east into the base and then north out of the top side. Do not stop to engage any troops while doing this, because you need to get at least one buggy out the northern edge of the base.

After you start this run you will stir up the GDI hornet's nest. Every GDI unit not assigned to protect their own base will start swarming your base. Expect to take high losses, but ignore your base. If you want, you can keep producing units there, but do not return to the base to deploy them. Instead, let your units defend themselves. The Brotherhood has invested a lot of time and money in their training, and they should be able to hold the base long enough for you to accomplish your mission. Once out the northern end of GDI's base, you have a search-and-destroy mission. Go after any and all civilians you find. Victory comes only with the death of the last civilian, and nothing else matters. Try to avoid any GDI troops traipsing through the town and concentrate on the civilians. You should be able to accomplish your mission before your base is overrun by the massive wave of GDI.

Mission map: mission 7b

Mission 7C: Bengassou



Mission Briefing

Kane needs a media victory. Your mission is to infiltrate the GDI base and steal the new Orca attack helicopter. Then you will use this new toy to attack the nearby village of Bengassou. In this way we will show the world the true nature of the GDI warmongers.

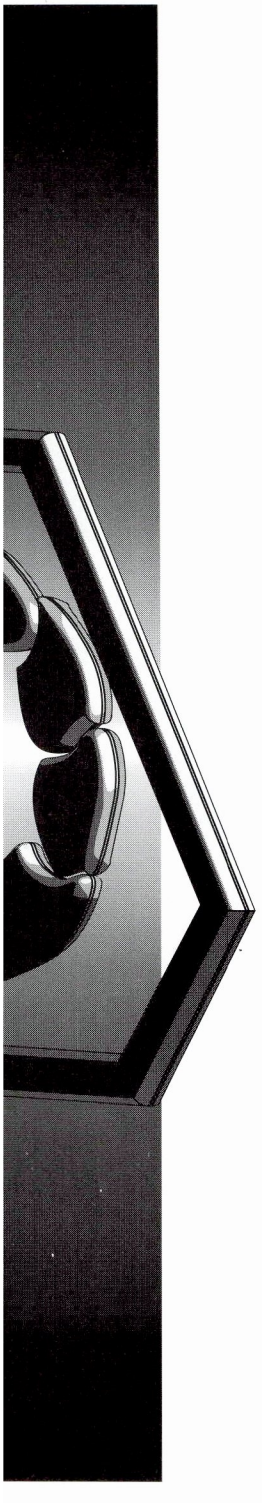
Mission Objectives

- Break into GDI's base.
- Steal the Orca attack chopper.
- Destroy the village of Bengassou.

Accomplishing Your Mission

Your mission here is to drive a wedge into GDI's base and capture their new attack helicopter. After this toy is gathered you need to assault Bengassou, which sits at the far northern edge of the map. Your force is separated into two groups, but you will only need the southern units to accomplish this mission. Set one flamer up on either side at the base of the rise that sits just southwest of your starting position. Now run the light tank up the rise until the tank gets the GDI units stationed up there to chase it. Race the light tank back down the rise and between your flamers. These two units with the additional firepower of your rocketeers should be able to rid you of the GDI nuisance. This trick may take two or three attempts, but GDI will fall for it eventually.

With GDI removed from your backside, you are now free to go after their base. Send your tank south along the western wall until it can just sight the GDI guard tower and start firing at it. Position your rocketeers behind the tank, and then press your light tank forward into the guns of the tower. With the tower guns occupied firing on the light tank, race the rocketeers forward to help knock down the tower. When the tower falls use your units to punch a hole in the sandbag barrier. Then send the tank and rocketeers after the eastern tower, using the same strategy of racing the light tank in to attract the tower's fire. Send a pair of flamer infantry into the breach in the wall to clear any GDI troops that may be hanging about, and then send in an engineer to capture the barracks as your primary objective. After you have the barracks, go for the power plant sitting next to it. With these two structures you will be able to make any additional forces needed.

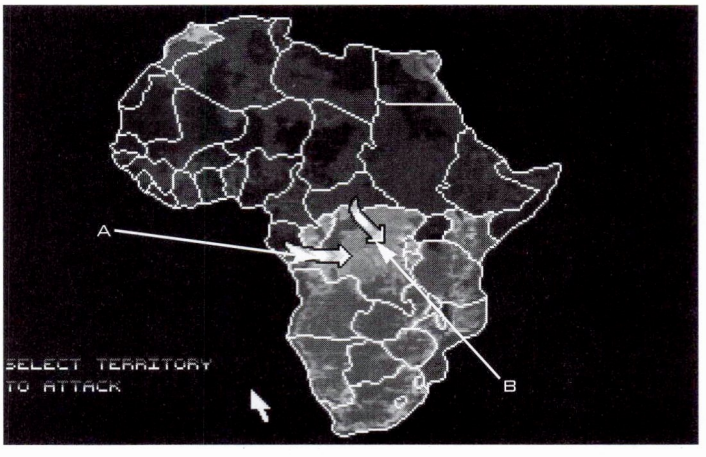


After the barracks and power plant are captured and the second guard tower has fallen, send your tank and rocketeers through the sandbag barricade to dispose of any GDI vehicles that might be lurking about. Use your last two engineers, or build another two if you have lost some by now, to capture the weapons factory and the Orca that sits in the southeastern corner of the base. Once the Orca is in your possession, Nod sympathizers will release a smoke grenade to let you know where Bengassou is. Now you can just sit back and let the Orca do all the work for you. On the first trip over you will find one GDI bazooka infantry soldier. Destroy this unit first, because it is the only threat to your Orca in the town. The only other problem your Orca may face is a GDI patrol boat roving up and down the river. Just keep an eye out for this boat when attacking structures near the river's edge.

Mission Map: Mission 7C

Mission 8: Finding a New Home

Nod Missions 8A & 8B



Note: These missions are a bit different. Differences are discussed in later sections.

Mission Briefing

You have been separated from your main force and your supply lines have been cut. Take the few remaining forces you have available and capture an abandoned GDI base nearby, eliminating the GDI caretaker force left behind. Expand this base and build a force large enough to purge all GDI presence in the area.

Summary of Objectives

- Eliminate the GDI caretaker force.
- Capture and rebuild the abandoned GDI base.
- Eliminate all GDI forces.
- Destroy all GDI structures.

Accomplishing Your Mission

Overview

You have managed to scrape together a handful of infantry to accomplish the mission set before you. With your supply line out, you have no initial capital to use to start building your war machine and no engineers to send in to capture the abandoned GDI base. GDI also has left a sizable force behind to watch over the abandoned base, which lies across an impassable river. Fortunately, the Brotherhood has a base located in the area. With the capture of this base from the GDI forces guarding it, you will be able to accomplish your mission. Though the Nod base is run-down, it will provide you with enough raw resources to accomplish this mission.

> *You should consider building a second harvester and a repair bay in this mission. Though these were not often used in earlier missions, the amount of Tiberium in the area will let the second harvester pay for itself quickly and give you enough capital to continually build needed units. The repair bay becomes useful because you are buying hardier, more expensive units in this mission. The bay will allow you to salvage your medium tanks and APCs for continued use on the battlefield.*

Starting Moves

With fewer than a dozen soldiers, you must be careful with your force to start with. GDI has placed a handful of minigunners along with a pair of grenadiers and a medium tank in your path. Send forth your minigunners first, with the Nod rocket infantry close behind. Be sure to keep your troops spread out, or GDI grenadiers will tear your force apart. Try making three to five separate teams with your force. This way you can send them against the GDI force from multiple sides, making the GDI grenadiers less effective.

Once the medium tank is spotted, waste no time having the rocket infantry take it down. Do not use your minigunners, or the medium tanks will run them down in disdain. After the GDI forces have been cleared out, continue to the east until you see the Nod base. You will find a run-down base sitting there, with only the construction yard, power plant, and Hand of Nod remaining. About this time a transport chopper drops down for your use. (If you scan across the river you will notice that a Brotherhood operative has somehow released a smoke grenade at the abandoned GDI base.) The problem is that you have no credits and no engineers to continue on your mission. Your only option is to sacrifice this Nod base for the greater good.

Sell your construction yard first. This will give you an engineer and a few minigunners to help your cause. Load the minigunners and engineer into the transport helicopter and send it across the river. Land the chopper next to the side of the refinery. Unload your troops as soon as you land. GDI will be attacking your transport helicopter as soon as they see it at their base, and you need it to ferry the rest of your troops across. After your force has disembarked, send the transport helicopter back to your base to get more troops. Have the minigunners that have just left the chopper engage any GDI forces

> Sell structures to gain credits and troops.

that were attracted by the transport helicopter, but be sure to keep your engineer to the side and out of harm's way.

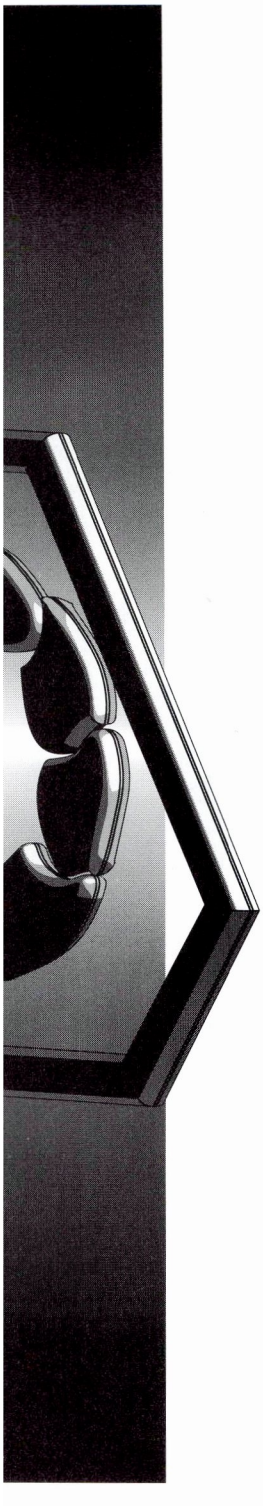
After the initial GDI forces have been disposed of, pull your force away from the refinery and wait for GDI's harvester to return. Make sure you keep your minigunners away, because you don't want them to get a little trigger-happy and start firing on the harvester. This would just alert the GDI to your presence and start the harvester crushing your troops. When the harvester returns and starts to unload, send your engineer in to capture both the refinery and the harvester. Once this is done, start ferrying over more troops from your Hand. Be sure to build a second engineer to capture GDI's construction yard, or your success will be short-lived. Your force should consist of large amounts of rocket infantry to protect your base until you can construct defenses, as well as a scattering of minigunners and flame infantry for antipersonnel fire support.

Mission 8A: Kinshasa, Zaire

You should use some of the money garnered from the sale of your construction yard to repair your power plant. This structure is placed in an area unreachable by GDI forces, and it is well protected. Keeping these structures here also allows you to place all secondary structures out of harm's way. Consider placing all power plants and your communications center in this area. Make sure to build along the southern border of the map, keeping your units away from the river. Sell your Hand of Nod. Although you will not be able to produce flamer infantry anymore, the grenadiers building barracks will be able to take their place. Besides, the Hand is just too far away, and worrying about shuttling five troops at a time across the river becomes time-consuming when you need rocket infantry right away to protect your base.

After the refinery and construction yard at the GDI base are captured, build a barracks to the northeast and start construction of a pair of guard towers. Just destroy GDI's power plant in the area; it's cheaper to build a new one than to capture this one. With the destruction and capture of their abandoned base the GDI will start flooding the area with forces. With the exception of a pair of bazooka infantry that will come from the southwest, their entire force will attack from the north or northeast. Build a weapons factory as soon as possible and have a medium tank or two on hand to beef up your infantry. Constructing a Hummer and an APC to kill GDI's infantry before they enter your base will keep your rocketeers alive long enough for them to combat GDI's vehicles.

To begin with you will be in a defensive battle. Just weather the GDI attack until it starts to wane. Be sure to watch out for GDI's ground support aircraft. You effectively have no way of shooting these planes down, but you can limit their effect. The ground support aircraft like to



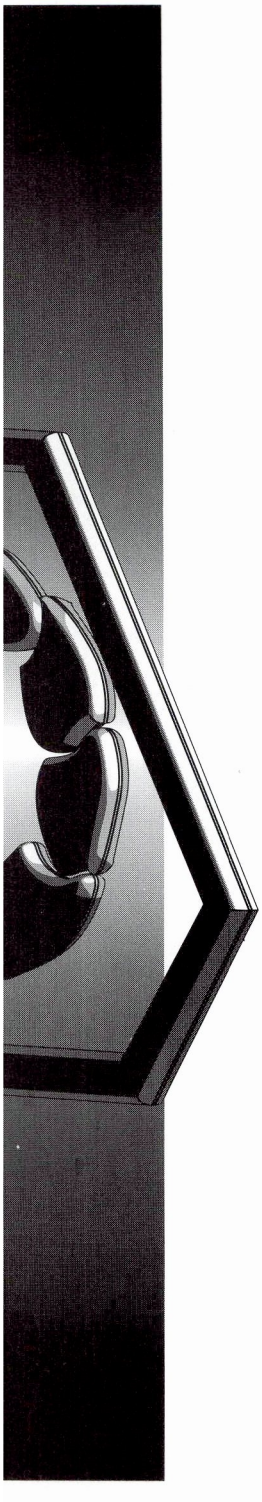
target your units that are farthest north. By placing a sacrifice on the plateau northeast of your base you will prevent the Warthogs from dropping napalm on your structures. A minigunner should do unless one of GDI's units gets bored and looks up there. Placing a Hummer there will be a little more costly, but it will survive lone GDI infantry and its sacrifice will be worth the protection of the base.

After things have slowed down, it is time to scout GDI's base. Send an APC to the northeast. The APC has enough speed to outrun most real threats and enough armor to survive GDI ambushes. Follow the river until you find a ravine that runs north. Start heading your APC to the north, watching for GDI to send Orcas after you. It is the Orcas you are looking for. These units will be the death of your armor, so they must be taken out. When you see a pair of GDI choppers heading for you, race the APC back toward your base.

By now you should have a cluster of three to five rocket infantry standing around your base watching for enemy armor. It is to these troops that you want your APC to go. Once the Orcas reach your APC hiding behind these troops, they should be able to destroy, or at least severely damage, the enemy aircraft. If your troops don't destroy both Orcas, just leave your APC parked where it is. The Orcas will return and your infantry will easily shoot them down this time. The only problem with this plan is that you will also draw out a large contingent of GDI ground units along with the Orcas. Have your armor and guard towers take the brunt of the attack, leaving your rocket infantry for the Orcas.

With the Orcas gone, it is time to go on the offensive. Send all of your armor along with a tank-killer team, consisting of a minigunner and two to four bazooka infantry, toward the GDI base. Use the tank-killer team to eliminate the medium tank perched up on the plateau just outside the GDI base. Have your medium tanks start attacking the guard towers, staying outside the towers' range. Make sure you have a couple of Hummers or APCs nearby to protect the medium tanks from the infantry that GDI will send out against them. Once the guard towers are down, head east and knock down their wall. GDI has an advanced guard tower station on the west side of the base, and you have no units capable of easily bringing this structure down. After the wall has been breached, start attacking the GDI structures. Power plants are the prime target. Once GDI's power has been cut the guard towers will no longer function, allowing your units free rein in the base. With the destruction of the GDI base, your mission is accomplished.

Mission map: mission 8A



Mission 8B: Ludja, Zaire

With the capture of GDI's construction yard and refinery it is time to start building this base up. Abandon your structures to the north. A GDI air strike will soon be coming to destroy them, so start constructing a new power plant right away. One important fact about GDI: They always send their air strikes against your most northern unit. It will be worth it to keep a handful of infantry on the north side of the rover and, after every air strike, send one to where the Nod base once stood as a sacrifice to the Warthogs. This is a relatively inexpensive way to keep these planes away from your base.

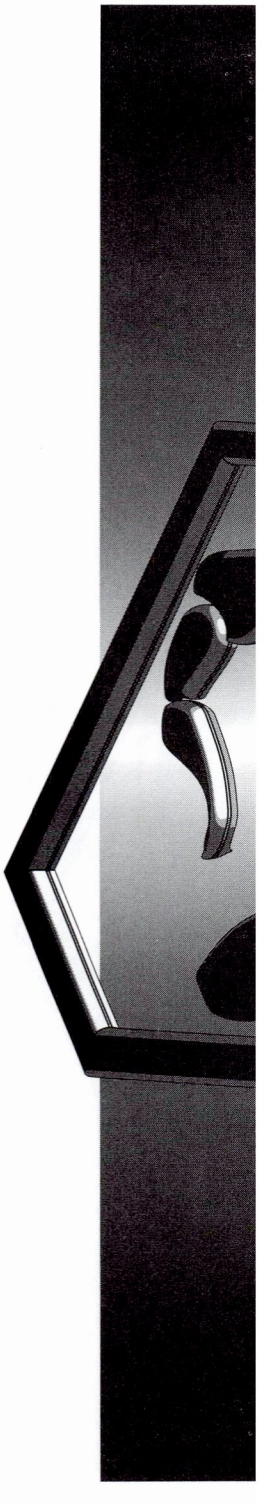
After the construction of a new power plant and a barracks, build a couple of guard towers to protect the base. GDI forces will come from the west and the south, so build three or four towers to cover these paths. Once the guard towers are up, build a weapons factory. You will need the heavy armor to take down GDI's base. GDI will place a few units just west of your new base along the river. You can send out strike forces to deal with these units, but they will generally leave you alone. Make sure you leave something behind at your base besides your guard towers to take care of these units, though.

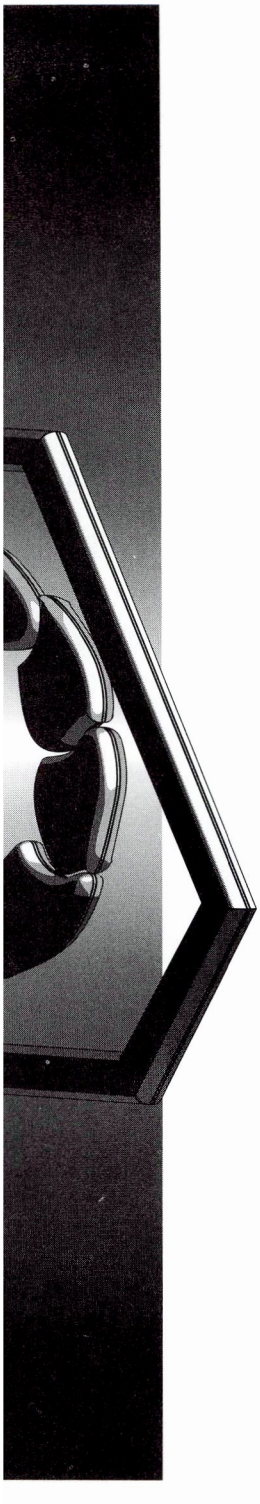
Build GDI structures and units with the captured base.

Once you have your guard towers up and a medium tank or two to take out any encroaching GDI armor, it's time to scout the area. Construct an APC for this, because its heavier armor will let it survive the few shots from GDI tanks it will receive. While your APC is scouting, build a handful of bazooka infantry to station near the base, as well as a tank-killer team or two. Scouting to the west, you will find medium tanks up on all the plateaus. Use your tank killers beefed up with a medium tank to eliminate these units. Consider sending a pair of grenadiers with these forces to protect them from any GDI infantry troops that are around.

Your APC is out playing cat-and-mouse. It is the mouse looking for GDI's two Orca cats. After it heads west, have the APC travel south down the second ravine to draw out the Orcas. Once they start following your APC, head it home to the safety of your base. There, under the anti-aircraft fire of your bazooka troops, the APC should survive the Orca attack, and the Orcas should be shot down or damaged enough that they will drop from the skies on their next pass.

With the Orcas shot down and the ground support aircraft too distracted to worry about your main force, you should be able to make it to the GDI base with ease. Once you're there, though, things will get a little sticky. Two guard towers and an advanced guard tower protect the north entrance. Two guard towers cover the east entrance, making this one the likelier option. Knowing this, GDI has placed two patrol boats in the water south of the base to destroy any units traveling along the beach to get to the east entrance. The terrain at this entrance is also constricted, making for a very small staging ground to mount an offensive.





You must build a large enough force to mount a two-pronged attack. The heavier force, consisting of four or five medium tanks, a couple of Hummers, and a handful of grenadiers, will assault the northern entrance. This force will keep pounding the guard towers and firing on the harvester each time it pokes its head out of the base. Stretch your tanks across the river, blocking the ford to keep units from crossing. Place your Hummers and grenadiers just behind the tanks, to destroy the GDI infantry coming across. Rotate tanks that are damaged back to your repair bay, always having fresh units ready to take their place. This will strangle GDI's Tiberium flow, making their destruction come about sooner.

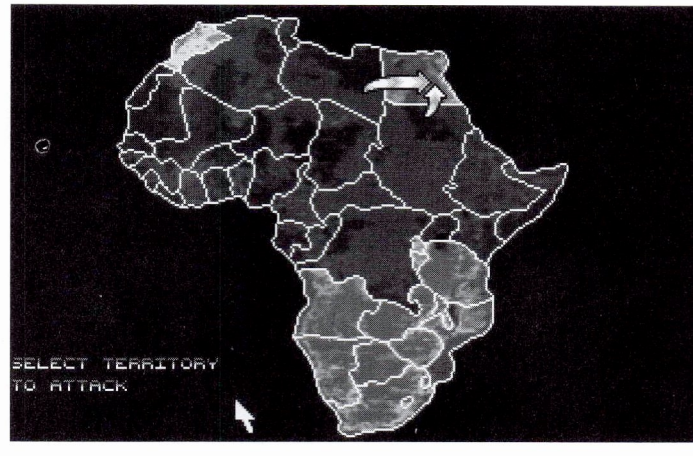
> *Consider using a transport chopper to mobilize engineers against the silos in the northwest corner of the base. The base wall can also be broken through at that point and additional buildings can also be captured.*

At the east entrance you need to slip a pair of tanks and a pair of Hummers or APCs by the patrol boats. Send a Hummer to lead the way because its sacrifice will allow you to succeed. The Hummer will let your radar see enough of the water to track the patrol boats' progress. Time your armor to travel along the cliff to the entrance while GDI's patrol boats are elsewhere. Once at the entrance, have the tanks pound down the guard towers. With their destruction, send in your units to destroy GDI's barracks and eliminate any infantry left behind. Remember that APCs are better at running over infantry than shooting them, and use this to your advantage. Once the barracks is gone go after the other structures. Take out the power plants to make the advanced guard tower useless. If you stay along the southern wall the patrol boats will not be able to hit you with their rockets. Once the power plants are down, send in your northern force to complete the destruction of the base. Then all that remains is to eliminate any GDI units still roaming the area.

Mission Map: mission 8B

Mission 9: One Man Leads the Way

Nod Mission 9



Mission Briefing

The forces of GDI are attempting to retake Egypt. Use all resources at your disposal to prevent this. This new GDI aggression is finding support among some of the populace—show no mercy when dealing with the villagers.

Summary of Objectives

- Locate and destroy GDI bases.
- Construct a Nod base.
- Eliminate all GDI units.

Accomplishing Your Mission

For this mission life is getting even tougher. Your forces are limited and your funds are short. Time is of the essence; taking too long to get going will cost you the mission before you know it. On the bright side, you are given a new toy to add to your repertoire: the commando. Your

commando is a one-man killing machine who can eliminate infantry with a single shot at distances that rival cannons placed upon heavy armor. The downside to this is that the commando cannot harm a vehicle in any manner. Keep this valuable unit away from Hummers and tanks, because they will make short work of him. Try to keep a sqaud of rocketeers nearby to eliminate these threats before losing your commando.

The Situation

You start with a variety of forces on the board, but they are all spread out and need help from each other to ensure victory. Your commando starts out up on a plateau on the eastern edge of the map, with the GDI base sitting dead north of him. In the southeast you have a construction yard sitting next to a GDI refinery and power plant. Shortly after the scenario starts, helicopters drop in a unit of engineers and one of rocket infantry. The GDI has placed both vehicles and infantry between each of your forces, making it a difficult task to bring these units into a coherent team. To top things off, a GDI gunboat is cruising up and down the coastline within range of your construction yard.

Strength in Unity

Send your commando south toward the river ford. Be sure to terminate the GDI minigunners sitting on the other side. Crossing the ford, you will find an opening in the cliff side to the west. As you approach this, a squad of grenadiers rear their ugly heads. Just stand back and blast away, relishing the grenade explosions that occur at their deaths and damage the other members of their squad.

With these nuisances cleared it is time to get to the construction yard. While you have been playing with the GDI infantry, their ion cannon has been doing a number on your structure. Head a little southwest and you should find this GDI outpost, consisting of only a refinery and a power plant. Another minigunner squad is protecting these buildings. Eliminate these units and head west just far enough to spot the construction yard. This will bring up new construction options, allowing you to build a power plant.

Start building right away, and begin repairs on the construction yard—it can't take much more punishment before collapsing. After the power plant is completed, build your refinery. It is vital that you start obtaining income just to stop the GDI from destroying what few buildings

you have made so far. Consider setting up new construction to the north to keep the buildings out of range of that GDI gunboat.

> *Quick note: Though your commando has the ability to easily destroy any structure, do not use this ability on either of the GDI buildings. You have a better use for them later, and with the wealth the GDI already has stockpiled, an extra couple of Tiberium loads will not affect the outcome of the battle. You should be able to handle base construction from here. Build with the normal care to keep airstrips, refineries, and barracks within easy access.*

It is now time to gather your other forces. Send the commando back to the northeast, but not moving so quickly that he accidently stumbles into a GDI sniper lying in wait. You will find a path that heads west up to the central plateau. Follow this path to the river, and continue going west until the bridge comes into sight. Your rocket infantry are on the other side of this bridge, but a pair of grenadiers and a Humm Vee separate you. The object is to nudge both the commando and the rocketeers forward so they can open up on the bridge at roughly the same time. Target the rocketeers on the Hummer while letting the commando deal death on the grenadiers.

With the destruction of these GDI units you now have a vehicle screen for your commando and a long-range infantry killer to protect the rocketeers. Move these units in a semi-cohesive group back down the plateau to the east. It is time to garner the engineers. Moving west along the southern border of the plateau and then north, you will come across another bridge defended exactly the same way the last one was. Target your troops where they will do the most good (rocketeers on vehicles, commando on infantry) and you will easily clear this roadblock.

Life is not as easy as all that, though. On the way to the bridge you will come across a GDI medium tank. Care must be taken in destroying this unit. Lead with the commando so the tank will target him first. This has a distinct advantage and a disadvantage. On the upside, the commando is relatively quick and can lead the GDI tank into an ambush of rocketeers. On the downside, a few lucky shots will eliminate this unit (though this is unlikely). The importance of using the commando is that he can maneuver much faster than the rocketeers, so he will not be ground to dust in tank treads, which is the fate the rocketeers will suffer if the medium tank sights them first. The other problem is that the GDI harvester will run back and forth past your rocket infantry, taunting you to fire upon it. Do not fire on the harvester, for it will waste no time in racing over the top of your troops, and they are needed to get those grenadiers out.

Once the grenadiers are free, send them toward your base. Right about now you are feeling the crunch of not enough funding. Capture the GDI refinery and power plant—think of these as cash in the barrel. After they are captured, sell the structures to help with your wartime economy.

Build Up and Conquer

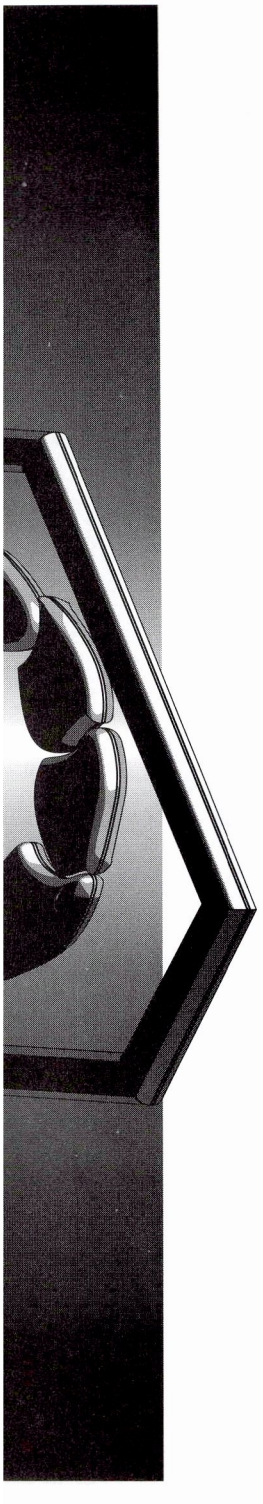
Build a sizable force—at least a handful of tanks and buggies with a couple of recon bikes for punch power. The greatest threat the GDI has is their enormous wealth. There are a

half-dozen silos in that base filled to the brim, which allows them to repair and rebuild with impunity. This means a war of attrition will go in their favor. Remember, you still have to constantly repair your base from the gunboat attacks, and that harvester just does not collect Tiberium quickly enough.

Now is the time to take away GDI's wealth. Send a fast unit into the GDI base. A buggy is probably the most economical, as this unit will be destroyed. Once you spot the Tiberium silos, send a strike force after them. Whatever the GDI force cannot transfer to either another silo or their refinery will be lost. It may take two air strikes to run them out of funds, but this is vitally important to cut off their air supply. Next go after the guard towers. Lead with a buggie and follow up with one or two light tanks. The GDI might repair or rebuild these towers a few times, but with their funding cut it won't take long to end their existence for good. After the towers are gone, the rest is just cleanup. Use the heavy armor and bikes to knock down buildings and use buggies to eliminate any infantry that escape the structures' collapse.

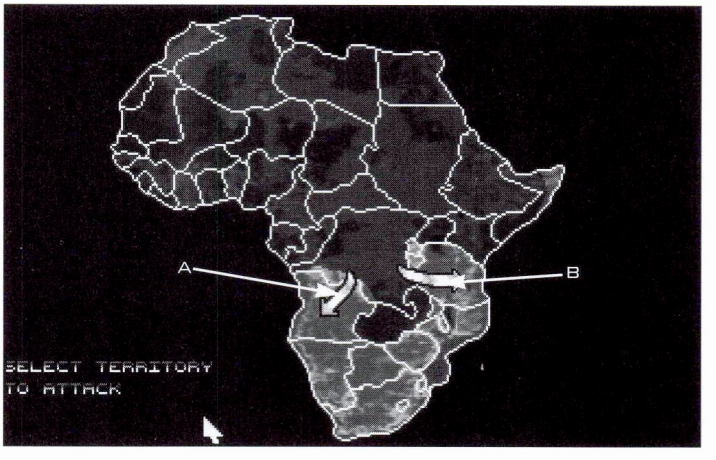
Consider breaking through the south wall of the base and capturing the refinery, and then other buildings.

Mission Map: mission 9



Mission 10: To Stop Progress

Nod Missions 10A & 10B



These missions differ considerably and have been written up separately.

Mission 10A: Caiundo, Angola

Mission Briefing

GDI is developing a new weapon at the R&D center located near Caiundo. Sources in the Brotherhood believe GDI may be working on the new ion cannon. It is imperative that you infiltrate this base and kill Dr. Wong Hu Chan, head scientist on this project. Technology of this caliber cannot be left in the hands of GDI to be used against the growing might of Nod.

Mission Objectives

- Infiltrate the GDI base.
- Find and eliminate Dr. Wong Hu Chan.

Accomplishing Your Mission

Caiundo, Angola

Your commando is at the heart of this mission. You will need him to fire the shot that eliminates GDI's scientist. If the commando is lost, there is still a chance for success, but it lies with your lumbering artillery units. The commando and artillery are the only units with enough range to eliminate the target, who sits upon his research island.

With a large starting force, you must wade through masses of GDI troops to get to Dr. Chan. Start by sending your tanks, rocketeers, minigunners, and commando north. Lead with your light tanks until you encounter one of GDI's main battle tanks. When it starts firing on your light tanks, race the rocketeers forward and take the medium tanks out. Let your commando lead for the next stretch. He will come across a squad of GDI troops that his A-R sniper rifle will level with ease. As these troops are coming toward your battle line another medium tanks will trundle forward. Use the standard practice of leading with your tanks, and finish off the GDI armor with your rocketeers. Use the buggies to help support your commando in eliminating GDI infantry. Be sure to keep the infantry from getting close enough to damage the commando. Remember, your mission hinges on your ability to get your commando to the target point. If your commando becomes the target of a GDI unit, keep retreating him behind your other units until they have dispatched the attacker.

After your forces reach the north edge of the map, start sending the troops you have left behind up to the north. This group will become your reserve force if things go sour for the lead units. Start heading your main force east, using your targeting cursor to spot the GDI units hiding behind the large stone formations. As you travel to the east a land bridge to GDI's island will become visible. Watch for this, and do not travel too far or your units will get into additional combat that they may not survive. By this point you have probably taken substantial losses, but with a little effort your sniper will still be alive.

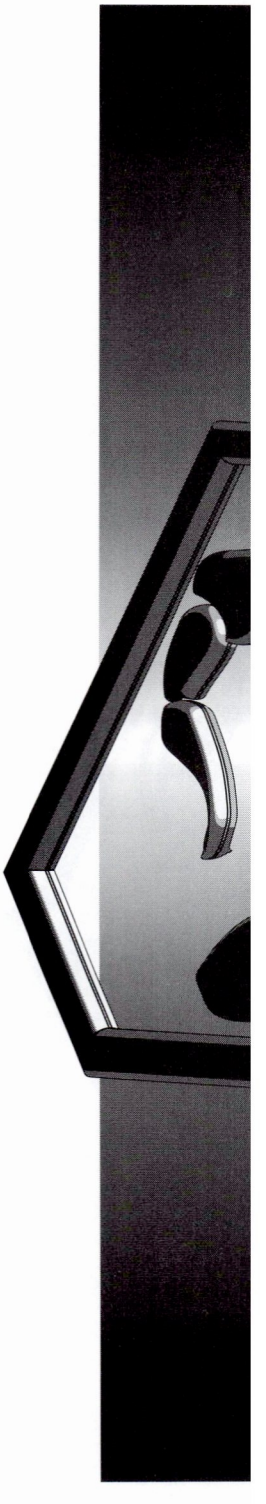
Keep that commando alive!

Now is a good time to advance the reserve units to shore up the holes GDI has punched in your front lines. Advance with the heavily armored Pyradon flame tanks to absorb the initial onslaught of GDI's force. Start marching your force south along the water's edge. This will mean that a few civilian structures have to be removed to make room for your troops to pass, but the true path of progress cannot be stopped. Traveling through the leveled village is infinitely more preferable to taking the road and traveling under the hail of fire coming from the GDI guard towers.

After your forces are through the village your objective is close at hand. Lead your sniper with any unit you can find, because a few GDI foot soldiers are still hiding among the trees and

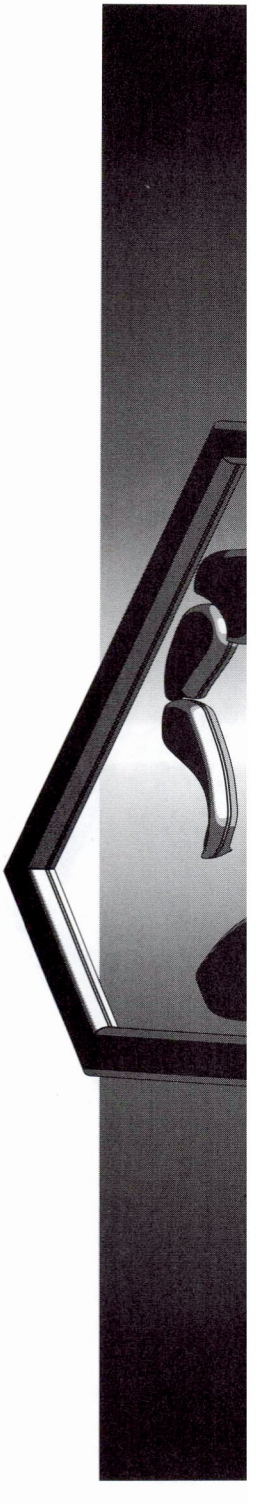
buildings. When these troops are flushed out by your lead units, have your sniper aid them in shuffling off their mortal coils. At the southern end of GDI's island you will find a small river separating the main island from the small research facility. GDI has destroyed the only bridge leading to the island in an attempt to protect their scientist, but the range of your sniper rifle is long enough to eliminate the target. Traverse the river until the scientist is spotted. This should be easy because he is still wearing his white lab coat. Eliminate the scientist to accomplish the mission and bring Nod one step closer to victory.

A transport helicopter may be available to help transport your troops to the island.



Mission Map: Mission 10A

Mission 10B: Mzuzu, Tanzania



Mission Briefing

GDI has started production on their new supertank. This beast will be able to cross the countryside, crushing all in its path. Send in a sniper to destroy the production facility and eliminate any working models that may already have been built.

Mission Objectives

- Infiltrate the GDI base.
- Destroy GDI's weapons facility.
- Destroy all GDI Mammoth tanks.

Accomplishing Your Mission

The Brotherhood's intelligence sources are incomplete on this mission. It seems that GDI has built four Mammoth prototypes and that these units are defending their base. Your mission has increased in difficulty: The weapons factory must be destroyed and these prototypes must be taken out. You are supplied with only eight rocketeers, one arty unit, and an engineer, making the task nearly insurmountable. Brotherhood forces have also acquired the skills of a commando to help accomplish your mission, and it is our belief that with his aid and your skill this mission will succeed.

Gather your rocketeers and start sending them east with the artillery plodding along behind. They will shortly come across a pair of medium tanks. The combined firepower of your infantry with the aid of the artillery should be enough to handle these units. Make sure you keep the rocketeers chosen in case GDI decides to try to crush your units. When you press the X key your forces will scurry out from under the medium tanks' treads and then continue firing upon the tanks until they are destroyed. After both the tanks are taken care of, send your commando forward to engage GDI's bazooka troops that have come running to the aid of their now-departed colleagues. With their death your forces are safe for a while.

Keep heading east until a ravine opens to the north. Follow this path north and then east along the river until you come to a ford. Cross the river to the north, and then travel along the river toward the west. As you travel along the river you will come to a bridge. Cross this and start heading to the south. Sitting up on a plateau are four GDI grenadiers. Use your

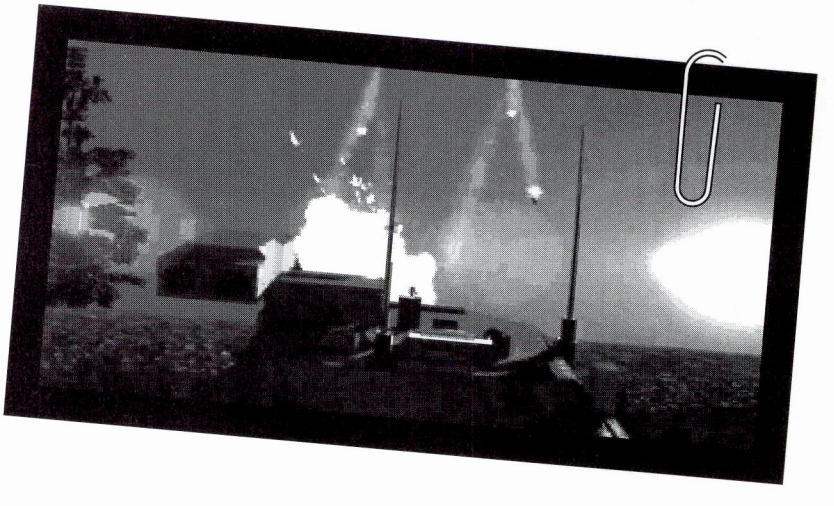
artillery and commando to clear away this nuisance. Once these units are eliminated, continue south along the western side of this plateau. Do not travel along the eastern edge of the plateau; one of GDI's Mammoths is patrolling the area and your force is not up to taking it out right now.

As you travel south you will come to another river. Crossing the ford, you will find yourself on the outskirts of GDI's base. A few infantry will scurry forth. Once again the skill of your sniper will be valuable in clearing these units. Next a pair of Hummers will appear at the gate. Keep your sniper away from them. If you simply wait, both Hummers will return to the base and can be ignored for the moment.

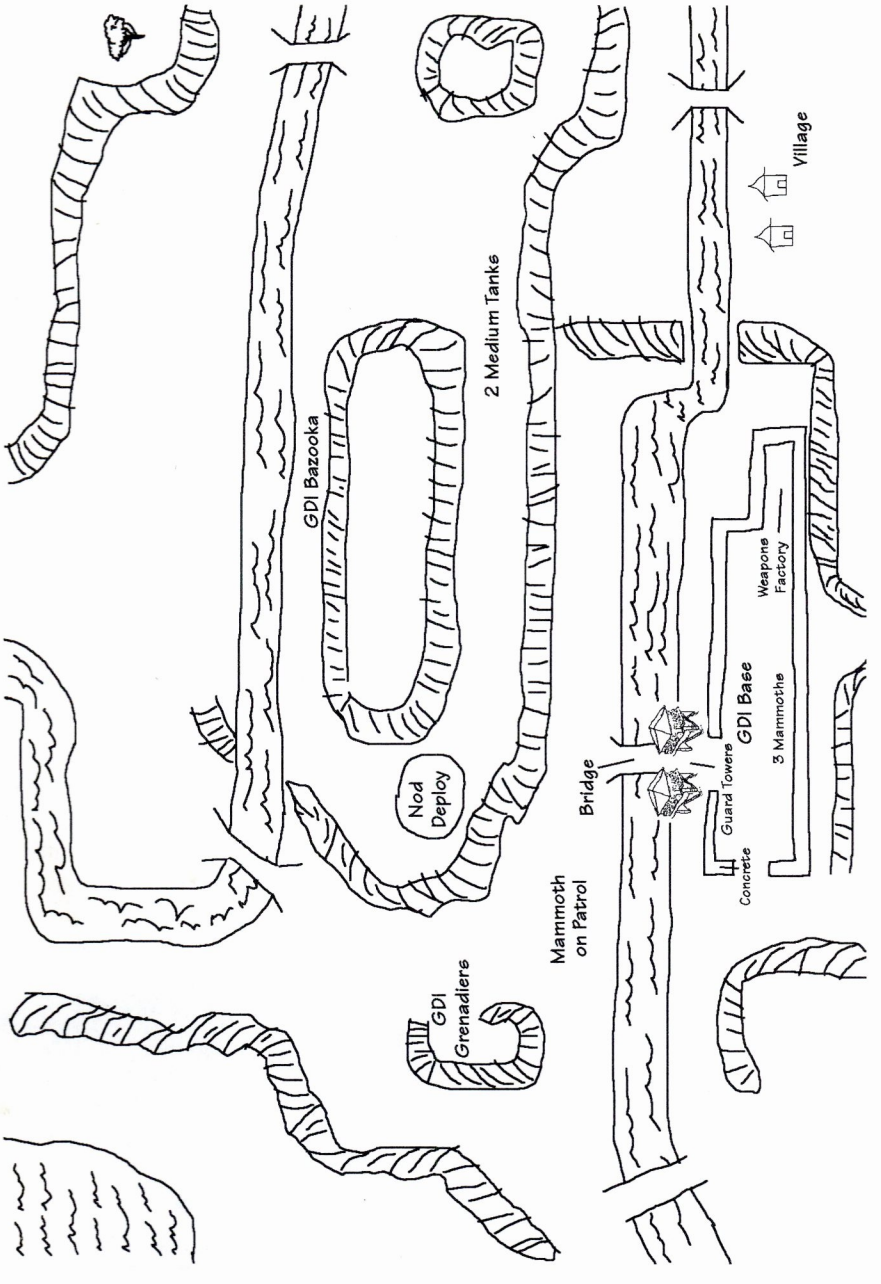
Now is the time for the engineer who has been tagging along to earn his keep. Send him into GDI's base with the commando leading the way. The commando will deal with GDI's reserve infantry, allowing your engineer to capture the barracks. Start construction on another engineer as quickly as possible to capture the nearby power plant. This will increase the rate that new units will be produced. Once the power plant is yours, create another engineer to capture the weapons factory. The capture of this facility with the new Mammoth technology will aid the Brotherhood's cause more than its destruction.

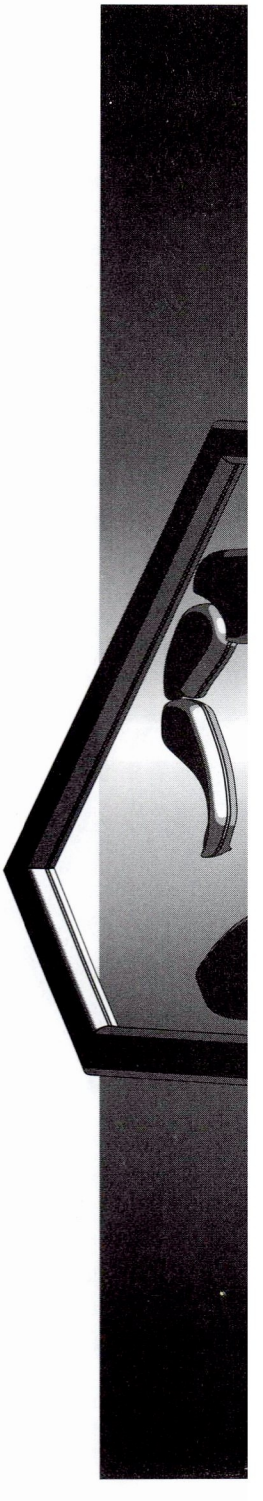
After the factory is yours, start constructing rocket infantry as quickly as possible. Include a pair of APCs to absorb damage, and you should have a force large enough to deal with GDI's new tanks. During this time it is important that you do *not* attack the base, for this will alert the Mammoth to your presence and you will become the prey instead of the hunters. When your force is large enough to take on GDI's units, attack the Hummers first, leading with the APCs, which the Hummers will have a hard time damaging.

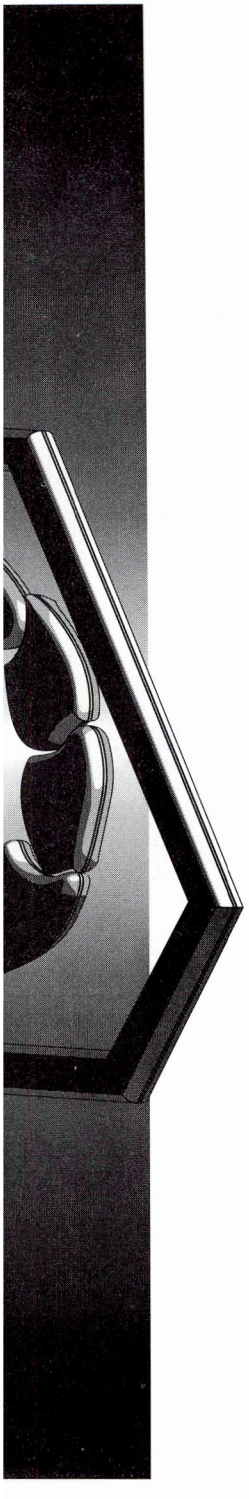
After the Hummers are destroyed, use the standard Nod swarm tactic to eliminate GDI's remaining units. Throw everything you have at the Mammoth tanks, including the force you have stationed outside the base walls. The APCs will lead the way again and absorb enough damage to allow the rest of your forces to eliminate two of the Mammoths before the APCs fall. The third Mammoth should easily succumb to your remaining forces. The coup de grace is to travel back across the ford, around the plateau, and hunt down the fourth Mammoth. Do not take the shortcut through the base or GDI's two guard towers will tear your force into ribbons.



Mission MAP: Mission 10B

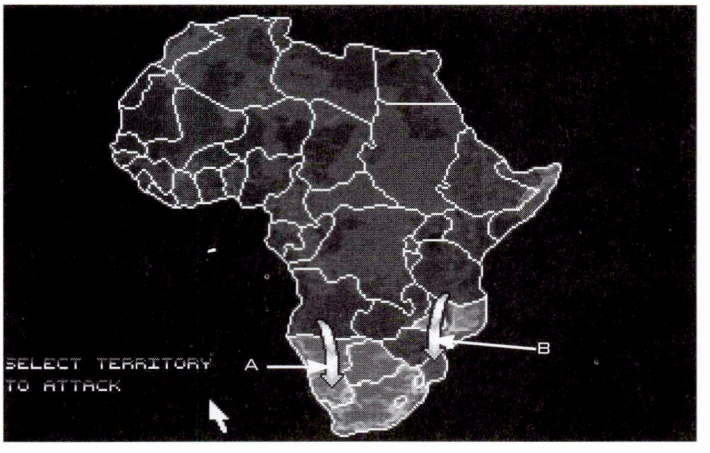






Mission 11: Playing Tag

Nod Mission 11A & 11B



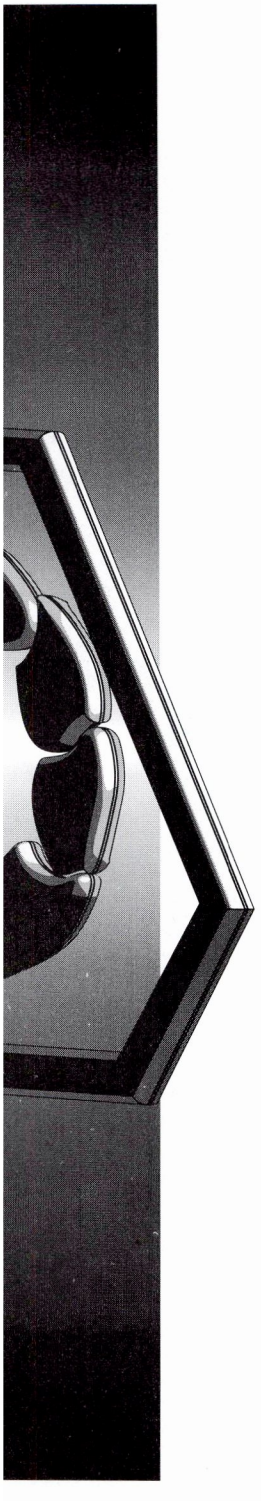
Note: These two missions differ by map only. See the maps for each mission at the end of this section.

Mission Briefing

The GDI have captured one of our technology centers and we need it back. Two forces will be at your disposal for this mission; they are separated by the river so coordinating your forces will be a challenge. Send in your forces and take what is rightfully ours, do not fail the Brotherhood.

Mission Objectives

- Locate and destroy GDI structures
- Build Nod base
- Capture Nod Technology Center
- Eliminate all GDI units



Accomplishing Your Mission

Overview

Your forces are split by a river and there are no transport choppers that can be spared to help with this situation. Your northern force consists of infantry; minigunners, rocketeers, engineers, and the acclaimed Nod sniper. You must lead these units south to a mixed GDI/Nod base, capturing the structures you need to build the mighty Nod war machine. The Brotherhood's technology center lies here, capture this structure, do not let it be destroyed by your forces or GDI's. Once the base is secure, start building for your attack on GDI's base. To aid in this, your southern force is the key that will open the gate to the mixed base. With only infantry gaining access to a base with guard towers at the entrance is a difficult prospect. Use the southern force to open a path for you.

The Southern Force

Your southern force must move to the west to eliminate a small GDI detachment of infantry and armor. The river is patrolled by GDI boats, so be careful as you travel along it. Send the minigunners out first and round the ridge as fast as you can. There will be GDI grenadiers lurking out there to slow you down; focus fire on these troops and eliminate them.

Once around the ridge send most of your men south out of harm's way, but have one man travel along the river edge. He is trying to open up enough of the river to spot the GDI boats as they pass. He will be engaged by these boats and killed, but in his sacrifice we will gain the knowledge needed to accomplish our mission. When you see the boats traveling west down the river, start the rest of your units around the ridge.

Your artillery is quite slow, so you must be ready to move out as soon as the patrol boats pass. With your units safe on the western side of the ridge, continue west. You will find scattered GDI armor and infantry, but your units should be able to handle these. The toughest opponent you might face is GDI's enormous Mammoth tank. Engage it with a loss leader minigunner and then let your rocket infantry loose on it. Race the minigunner about keeping it alive and GDI's tank distracted until your other troops have annihilated it.

After the GDI have been disposed of, head west into the village. Once in the village, send another brave sacrifice to scout out the river. Consider a rocketeer this time, his greater spotting range will be an asset and his services are no longer needed. When you see GDI's patrol traveling east away from the village move your artillery to the river's edge. You should just be able to see the GDI guard towers protecting the base. Focus fire upon each tower until it has collapsed, then do the same for the next. After the towers are down move your artillery away from the river out of reach of the GDI navy.

The Northern Force

This force consists of your specialist troops. You need to bring these units south to the base sitting there and set up shop. Leave one minigunner here as a decoy for GDI's air strike and begin moving the rest of your troops south. Lead with your sniper scouting the way, but have the rocketeers close at hand, follow behind with the minigunners and have the engineers protected in the back. A mixture of GDI armor and infantry will be found along your path. Spot

these units with the sniper using his ability to kill infantry mixed with the rocketeers deadly TOWs that will eliminate any armor. Continue your path south until you reach the ridge surrounding the mixed base. Set up your minigunners and rocketeers in a safe place (do not leave them standing in Tiberium) and head around the eastern edge of the ridge with your commando shepherding the engineers.

With the southern force pounding GDI's towers into sawdust, you should be able to slip your units into the base unharmed. Once in this base, capture the Brotherhood technology center and a power plant. Wait with your third engineer to capture their refinery when GDI's harvester is unloading a batch of Tiberium. This is a very cost-effective way of starting our Tiberium machine rolling. With these structures captured, it is time to move in the rest of your force. These troops are needed to protect the base until you can shore up its defenses.

use sandbags to extend the base to the shore of the river.

With your base under way and the captured harvester bringing in Tiberium, it is time to do something about the rest of these GDI structures and those annoying GDI patrol boats. Use sand bags to extend your perimeter to the mouth of the base. Once there build two or three turrets that will overlook the river where the patrol boats are traveling. These turrets will not only knock out the GDI ships but will help with any approaching GDI units. After the boats are eliminated, move your artillery from the southern force to the river's edge again. These units will help protect your base from any lurking GDI.

Taking out GDI

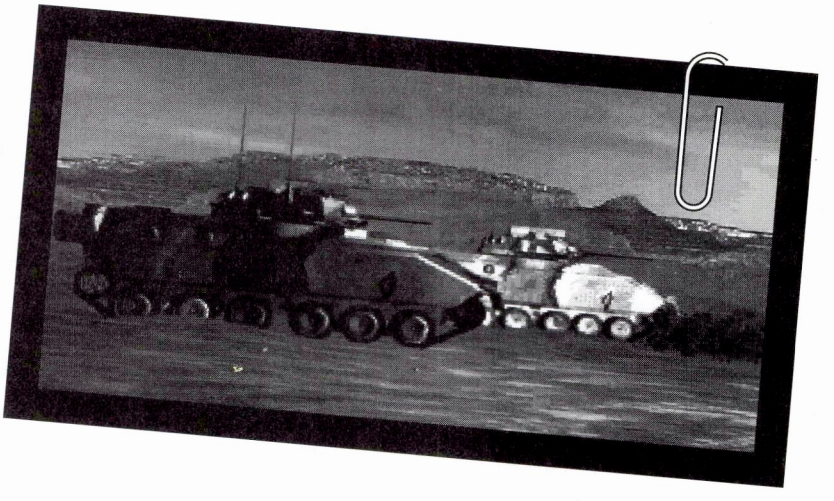
Now it is time to get down to business. Destroy all GDI structures in your base, and keep your turrets in place to protect your entrance. Place a SAM site at the northeastern edge of the base as a nasty surprise to GDI aircraft in the area. The GDI should not be able to breach your formidable defenses, so it is time to breach his. First thing you need is all the Tiberium you can harvest. Build an airstrip and bring in a second harvester. These units must be protected from GDI units. Have a buggy assigned to guard each one, they will not be able to stop the GDI units attacking your harvesters but will distract them from assaulting the more valuable target. You can then lure GDI units into the waiting arms of your base defenses. Build up a couple of tank hunter squads (2 minigunners attached to four rocketeers), and a few tanks and artillery. It is time to bring this war to them.

GDI is based in the northeast corner of the map. He has plenty of armor units blocking our way, engage these units with the tank hunter squads. Your light tanks should be used as support and mop-up detail for the work the infantry is performing. After you gain sight of the GDI base, it is time to start the attack in earnest. Set up your tanks and artillery outside of his tower's range. Have rocketeers around to

continually replace minigunner decoys, north of the base.

protect against any GDI armor and flame tanks to eliminate his infantry. The use of a buggy or two here to kill off GDI bazooka infantry will help as well. Start off by using your task force to eliminate the GDI harvester. This will get the GDI commander to send out reserve forces into your unit's waiting grasp. You should be able to reduce GDI forces taking only light losses.

Keep your Tiberium production up and build a repair bay for wounded units. Once his Tiberium reserve has been used up it is time to go after the base. Use standard tactics to gain entrance. Eliminate the guard towers at range and push into the base. Use engineers to capture large structures such as GDI refineries, construction yards, and weapons facilities. These structures can then be sold for Brotherhood income. Go after GDI production sites first. After these are eliminated take out the power. With no energy the base will just lie there waiting for the death blow to fall. Mop up any GDI units lurking about and collapse the few remaining structures. Yet another Nod victory.

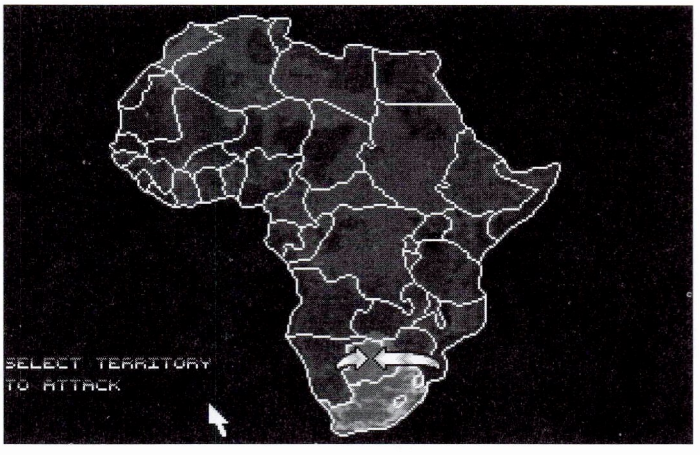


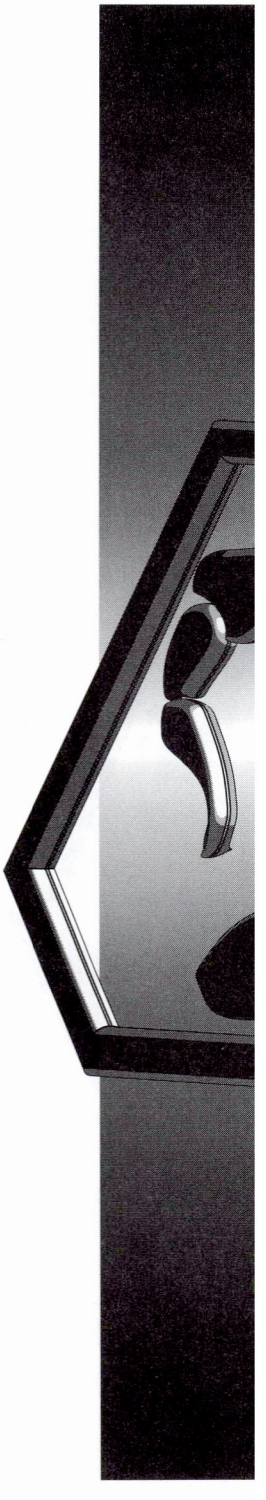
Mission Map: Mission 11A

Mission Map: Mission 11B

Mission 12: Total War

Nod Mission 12





Mission Briefing

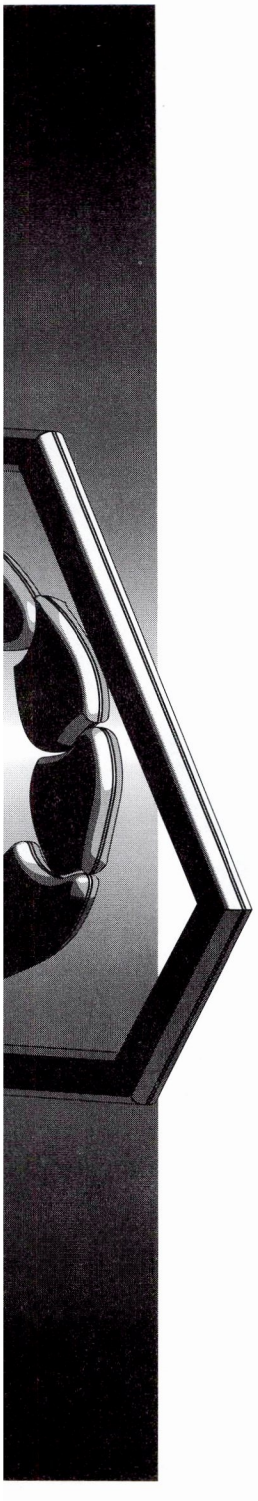
Nod sources have determined that a GDI communications center in the area contains information on their battle plans for the entire region. Accomplishing this mission will spell a quick end to the conflict in this area. Use the special training of our engineers to infiltrate the GDI communications center and retrieve this valuable data for use by the Brotherhood.

Mission Objectives

- Infiltrate GDI base.
- Capture GDI Communication Center.

Accomplishing Your Mission

You finally get to learn why it is call a *Mobile* Construction Yard. Where you start this mission, deep within a ravine, there is no room to construct a base so you have to find some open terrain. GDI forces have you pinned in the ravine and the caretaker force left to protect the MCY must punch their way out. This mission also gives you access to all of the units in the Nod arsenal, no more depending on Brotherhood resources to get the units you need, plans are placed in your structures so that you may build to your heart's content. The additional units and structures will definitely make your mission easier to complete. You can build for yourself the swift and versatile stealth tank as well as the long range artillery; whatever your style, the units you need are at your finger tips.



The secrets of the Obelisk of Light have been placed into your hands and proper placement of this structure will stop even the most determined GDI assault. The short range of the high power laser of the Obelisk forces its placement to the outside of your base. By placing turrets nearby to absorb incoming fire the life span of your Obelisk should easily last out the battle. As always listen for the whine of ion cannons; the Obelisk will be a prime target for the GDI. Power becomes even more vital than before, firing the Obelisk takes a great deal of energy, so have one or two extra power plants to stop the GDI from pulling the plug on your Obelisk of Light.

Breaking Out

Two Mammoth tanks separate your MCY from open space and Tiberium. Send your vehicle west along the ravine until it comes to the bridge where the Mammoths sit. Send the MCY trundling along after the armor. It is slow and will need time to catch up, but you need to start that base as soon as possible. Keep your armor close together, you need to strike the front Mammoth with everything you have at once. Do not let the light tanks straggle behind, wait for them. Lead with the buggy against the Mammoths; this is your most expendable unit.

Once the Mammoths are gone, head northwest until you are in sight of the Tiberium field out there. Construct your base nearby making travel time for your harvesters short. Do not build on top of this field; your buildings will stop the Tiberium from spreading, decreasing the harvesting life of this field. After the standard refinery and barracks are built, it is time for defense. Build a pair of turrets on the northeastern edge of the base. Construct a couple of advanced power plants and make the Obelisk of Light. With the combined might of the Obelisk and turrets, GDI should not be able to breach your base.

With the defenses in place it is time to make our fortune in Tiberium. Construct the airstrip and make one or two additional harvesters. We need that Tiberium more than GDI does, and we can out harvest him for it. This is another way to dent Tiberium, GDI can not harvest what has already been taken. Once your harvesters are out in force build the stealth tank.

Search and Destroy

Knowledge is power and with the stealth tank knowledge comes easily. Once this unit is built scout out the surrounding territory. Find where GDI has units placed and what its base layout looks like. The stealth tank is nearly invisible, so you should suffer no damage from GDI's units as you travel. The cloak on these vehicles is not perfect, though; if you travel next to any GDI units equipped with machine guns or any GDI infantry, they will spot your tank.

After you know GDI's layout it is time to build up your force for an assault. While you are bringing in units and training new infantry your defenses should be whittling down GDI's units. GDI will keep sending in force after force to be sacrificed to the Obelisk. Remember to keep up the repair on the Obelisk and turrets. Attack the base from the western side. There is a ford across the river here and only two towers to punch

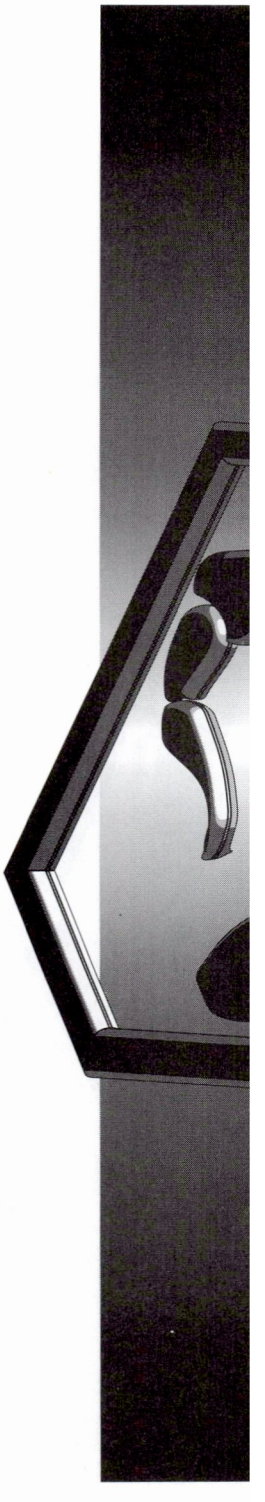
Always keep a little distance between the stealth tank and light GDI units.

through. Use light tanks to eliminate the turrets and flame tanks and artillery to take care of any GDI infantry. The rockets of your stealth tanks and bikes should be used to good effect against any GDI vehicle that sticks its head out of your base. Make sure you include a squad of rocket infantry in this assault.

GDI has two Orca helicopters ready to stop any armored invasion. Place the rocketeers close by and move the target selected by the Orcas to the rocketeers. They will easily shoot the helicopters down. Once the towers are down you will find that GDI has conveniently left its construction yard and refinery nearby. If possible, use engineers to capture these structures. You will end up selling them right away to keep GDI from destroying them, but the extra credit reserve will only help your cause. If you cannot capture them or do not have the engineers available, you must destroy these two structures.

GDI's Tiberium reserves will soon be spent and a war of attrition will favor your units. After this task is accomplished it is down to a blood bath. Keep producing armor and send it in squads against the west side of his base. GDI will not be able to replace its losses so this is a war the GDI commander will soon lose. Your Tiberium flow should be more than you need; build a repair facility to send damaged vehicles. Your primary targets now are GDI's barracks, for it seems that GDI has the ability to always train more men whether or not Tiberium is on hand. The power plants are also of prime importance.

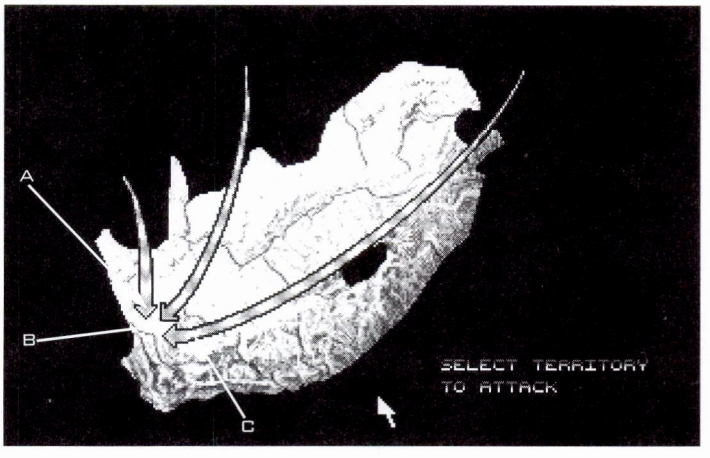
It is nearly impossible to breach the defenses thrown up by an advanced guard tower—the only way to stop these beasts is to pull the plug. Eliminate the power plants and your units will have free reign in the GDI base. Your target, GDI's communications center, sits in the north- east corner of his base. Once things have started to calm down, send in an engineer to take this structure while your units mop up the rest of the base. Now with GDI's plans firmly in the hands of the Brotherhood there is nothing that can stop us.



Mission Map: Mission 12

Mission 13: The Temple Spire

Nod Missions 13A, 13B, and 13C



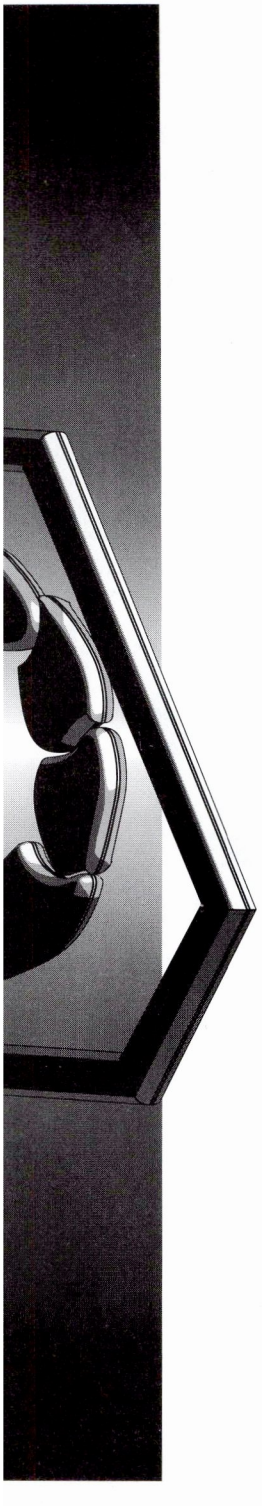
Note: These missions are noticeably different. Mission 13A is given a complete writeup with several strategies while 13B and 13C have notes later in this section to compensate for their differences.

Mission Briefing

GDI has intruded upon our holy ground. Three bases have been constructed in the area Kane has named as the resting spot for our temple. Remove their presence from the area and construct our holiest of monuments. With its construction our struggle will be over, and the world will respect and follow the strength of the Brotherhood.

Objectives

- Construct Nod base.
- Eliminate all GDI units in the area.
- Destroy all GDI structures.
- Construct the Temple of Nod.
- Force the nations of the world upon their knees.



Accomplishing your Mission

It has all come down to this. Victory is finally within our grasp, and this battle will determine the outcome of The Brotherhood's mission. Starting with just a handful of units and the Seed of Nod (your MCY), you need to build a force great enough to eliminate GDI once and for all.

Deploy the MCY where it begins the mission. You need to get this base moving as fast as possible. Build your base along standard procedure putting your busy structures to the outside, and other buildings nestled within. Build a power plant and Hand of Nod, then start constructing a sandbag barrier going south. GDI has a patrol boat traverse the rivers north and south of your base, the southern unit will cause you grief first. Once you have reached the shoreline construct two or three turrets to destroy GDI's floating missile platform. After this is accomplished, use the same procedure to the north to eliminate that vessel, too.

The war has been going on for quite some time now, and has taken its toll on all resources. The only sizable field of Tiberium to be found is southeast of your base. A GDI harvester is collecting there; send your starting forces after this unit. With its elimination you will be able to increase your strength, while that of GDI's will diminish.

Once the Tiberium is in our hands all that is needed is time for our base to blossom and our military units to swell. GDI has put a base on this same stretch of land to the east of our base. Send a stealth tank to scout out the area unseen, and a couple of light tanks to knock down their guard towers and open the gates wide for our forces.

After you have destroyed the GDI base and all units on this island with you, you will find that the GDI have left a present for you just north of their base. A pair of transport helicopters sit here waiting for a Nod engineer to unlock their controls and put them into the service of the Brotherhood. Once the transport helicopters are captured, members of the Brotherhood will drop smoke across the river giving you a landing spot there.

Capture the GDI construction yard to build more choppers.

Send across an engineer with your first chopper load. GDI has foolishly left a power plant and hospital sitting far from the protection of their base. Capturing either of these structures will allow the production of weapons runways on the mainland, allowing Nod armor to travel the land.

GDI still has two bases here, and neither is an easy candidate to eliminate. Go for the base northeast of the hospital first. Construct another stealth tank to scout out the area so GDI will not be able to surprise your forces. Sending in a force of light tanks with buggy support to take care of GDI's infantry will do the trick. Set your troop up on their base's northwest corner. The main objective here is to breach their western wall and eliminate all of the guarding forces.

After a hole in the wall is made, start attacking any nearby structures to see which GDI forces will react. Eliminate these units and be ready for any other tricks GDI may have up their sleeves. Continue knocking out his silos and barracks to clear room for your new structures.

While your forces attack GDI's base, do not leave your other units idle. Watch for GDI to send out their harvesters and attack them with three choppers at once. Without their base for

processing you should be able to eliminate these units and keep GDI's coffers bare. You should also be producing one or two more engineers to capture GDI facilities. Load your engineers on the choppers and send them to the now breached base.

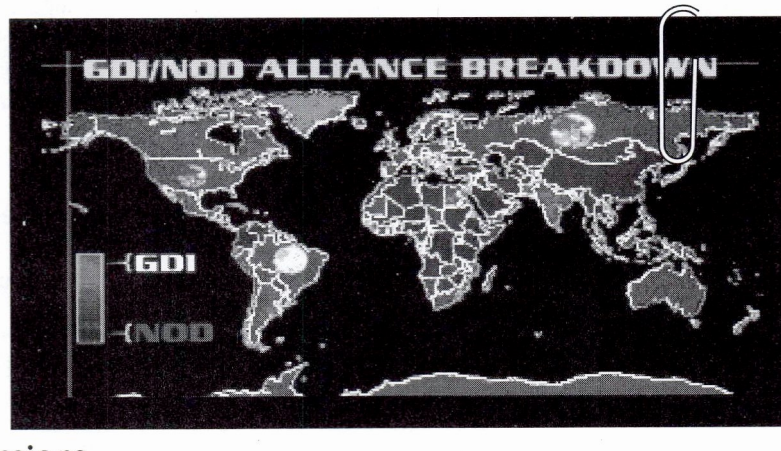
Capture GDI's refinery with your engineers. This will give you a centralized building in which to construct the Obelisk of Light. Once this building is completed, use it to destroy all of GDI's structures and units in the area. Target their guard towers first, then go after the production facilities. When this base has collapsed under the Obelisk's constant barrage, a path will be open for you to send your stealth tank north out of the base and west across a narrow strip of land.

During the base attack, have your weapons runway deliver a couple of artillery pieces and a few light tanks. This is the core force that will remove GDI's third and final base from the area. Send the arty and tanks north until just within sight of the GDI guard towers. Target at least one light tank and one Artillery unit on each guard tower. When these fall, let your units stand firm, GDI will be rebuilding them soon. Your stealth tank should have traveled far enough west to see the GDI base. Target their walls first, you want to punch a big enough hole in them for the tank to travel through. Once the wall has collapsed, target the power plant and starve the base for power. Take care not to go too far west; the GDI have a hidden guard tower, whose missiles have a long reach.

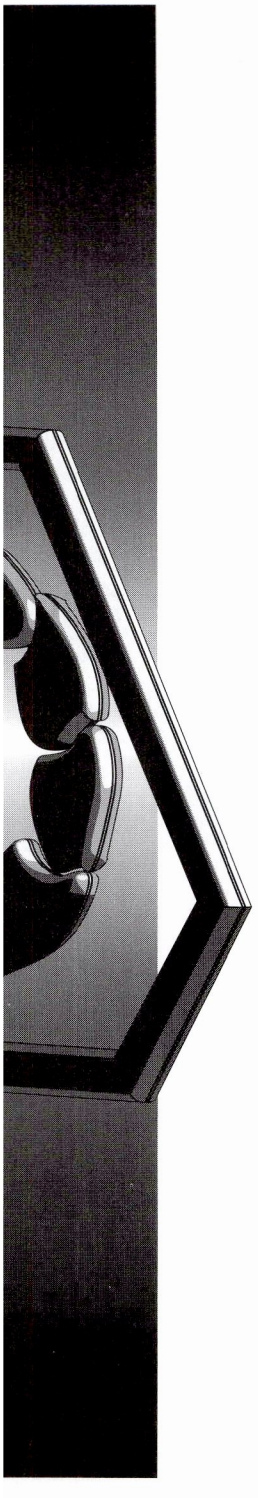
Keep up the pressure on his guard tower with your armor units. When it looks as though he is slowing down on his reconstruction of these towers move, the artillery forward just enough to engage his advanced guard towers. This will keep his attention on these units and consume his cash reserves trying to keep them alive. While this is happening drive the stealth tank through the breach in GDI's walls and start attacking from the inside.

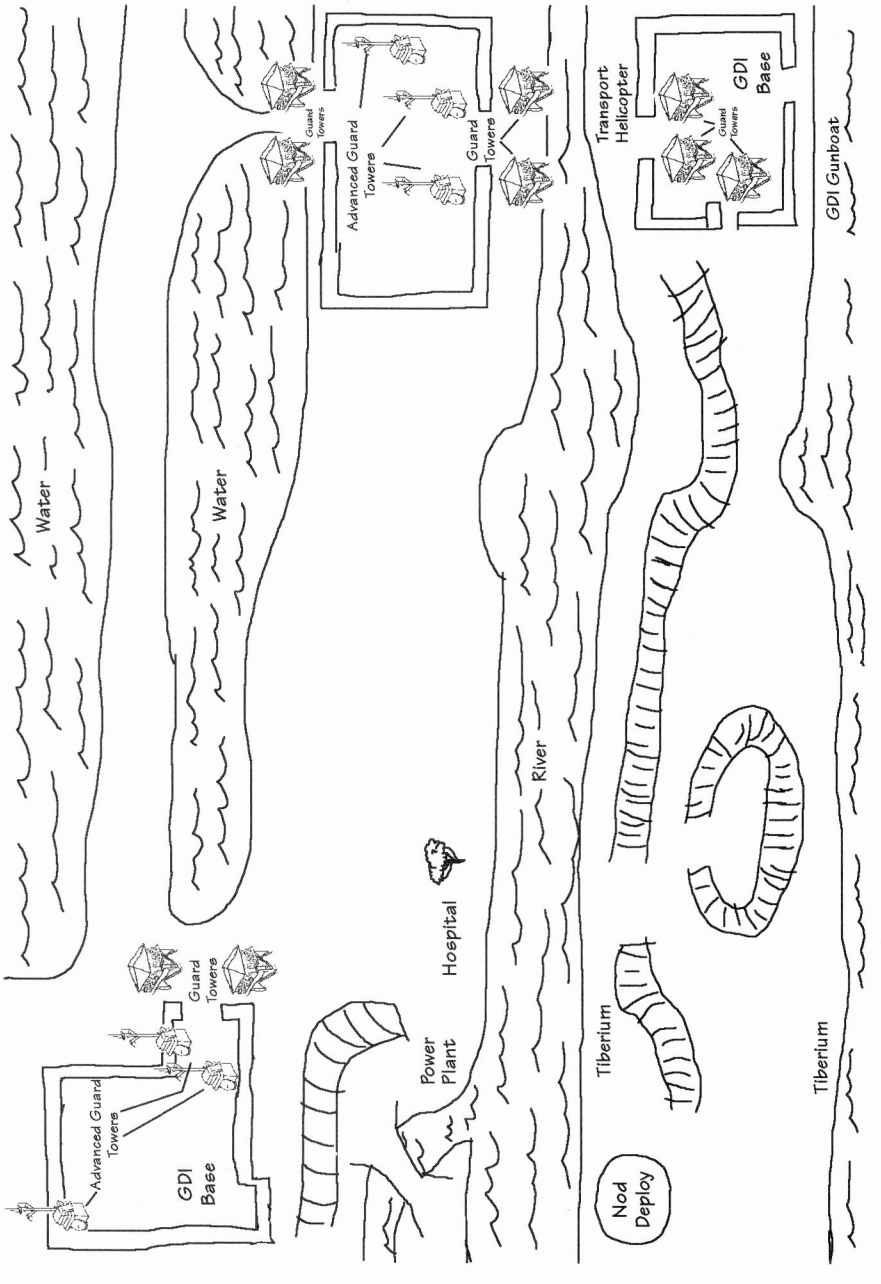
By placing your tank just above GDI's barrack, your tank will sit out of range of any of their guard towers. Start attacking the construction yard first. When this unit falls GDI will not be able to replace its guard towers anymore, and its death will be certain. With the construction yard gone, go for his production facilities. Your armor sitting outside GDI's gates should have no more towers to worry about, so let them in to join in the fun.

Use the artillery to remove the last guard tower and send in the choppers to collapse the silos sitting north of his base. With the death of GDI's base, all that needs to be accomplished is the hunting down and elimination of any GDI strays on the battle field. Mission accomplished, the Brotherhood will herald this victory in their annals for all times.
Congratulations.



Mission Map: Mission 13A





Missions 13B and 13C

In both of these missions you start out on an island away from the main GDI force. Construct your base and get a Hand of Nod producing additional troops to deal with the light GDI forces located on your island.

The GDI will be nice enough to send in reinforcements on a transport helicopter. Eliminate these troops and use an engineer to capture the helicopter. This will allow you to ferry infantry across the river.

Be careful, there are a lot of GDI guard towers out there and the life span of your transport will probably be relatively short. With the death of the helicopter, Nod forces will supply you with a new MCY deployed on GDI's side of the river. Use this unit to start your base, but once it is running sell off the new construction yard for the credits. These will be in dire need, and you need only one construction yard. The yard on the other side of the river is better protected, making the new one superfluous.

Build a second structure before selling off the new construction yard.

GDI is situated in two bases in these missions, and has an outlying post. These outposts are guarded by two guard towers and an advanced guard tower, but all contain useful structures. With the number of guard towers that GDI has built power becomes a necessity for him. Your priority targets should be construction yard and power plants. With the loss of these units GDI will nor be able to stand.

Choose one base at a time and focus all your attention on it. After it has been decimated go for the next. Leave as many guard towers and useless structures standing as you can. The object is to put a serious drain on his power resources.

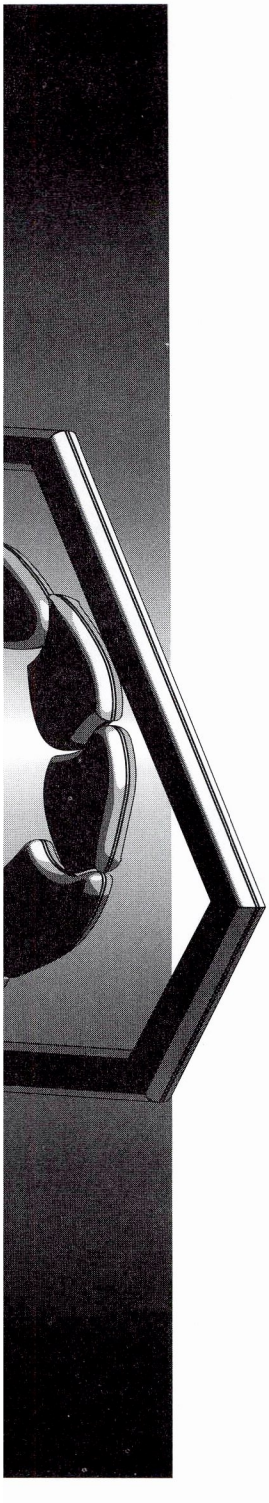
The GDI bases all contain Orcas, so build one or two SAM sites at your southern base as well as an Obelisk of Light to eliminate GDI ground forces. Then use your standard anti base tactics to wear down the GDI force; stealth tanks to scout, artillery and light tanks against base turrets and wall.

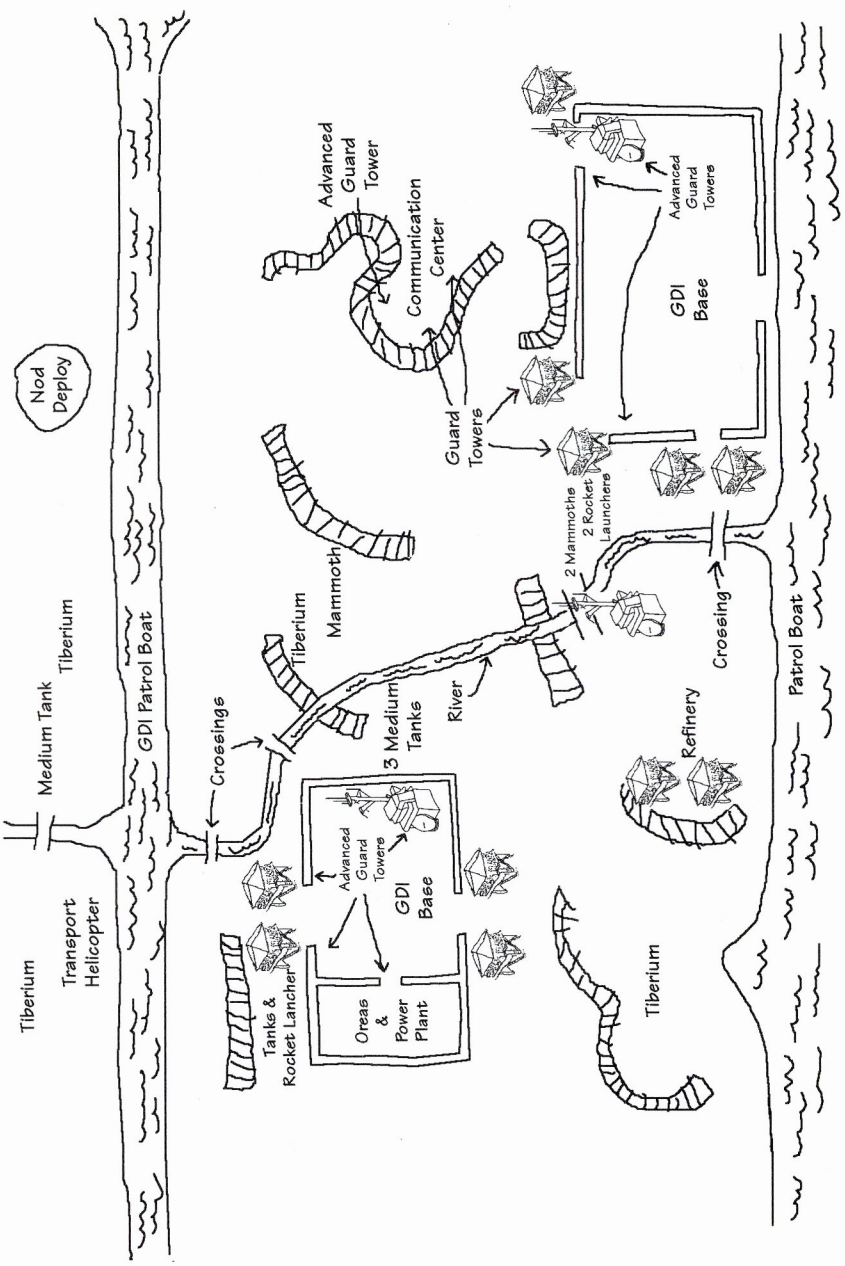
Go through base walls whenever possible. The walls do not have the defenses placed at the base main entrances, and are easier to breach. Lastly, leave your sacrificial minigunners as your northern units.

GDI air strikes are always targeted at the northern most Nod unit.

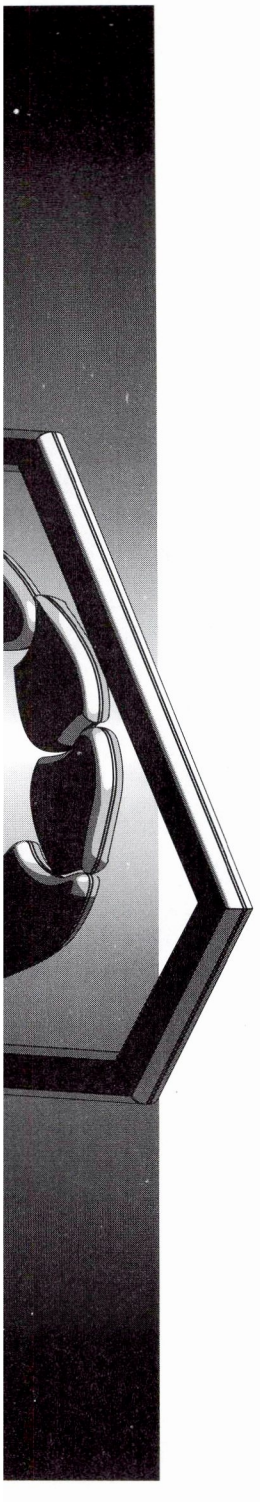
With these tips and the completed write-up of Mission A, you should be able to crush all of GDI's forces and purge their base from this African holy ground.

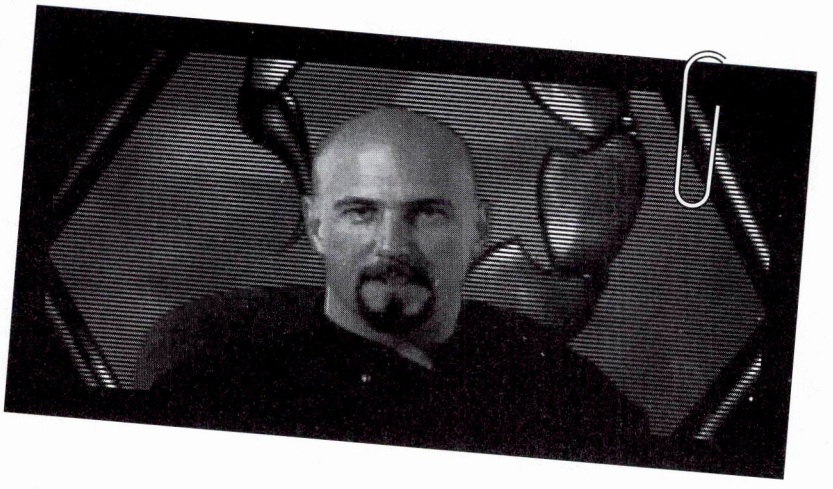
Mission MAP: Mission 13B

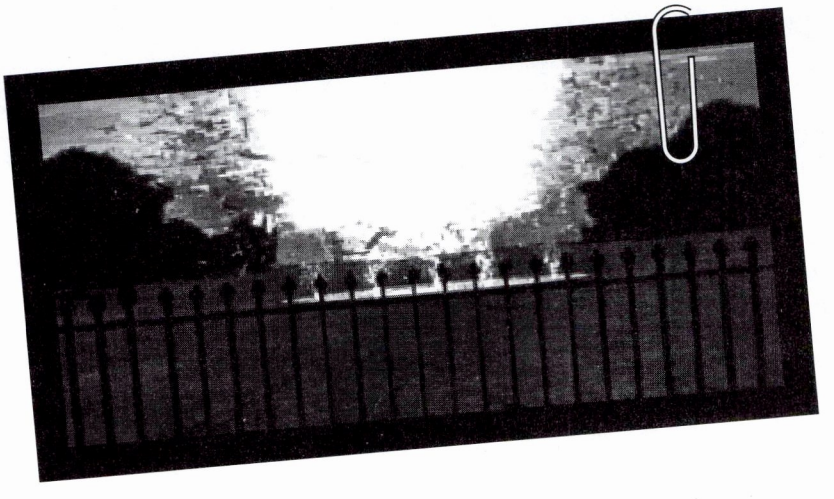




Mission MAP: Mission 13C







Westwood Studios strongly supports multiplayer gaming, as you can see by C&C's network, modem, and null-modem (local) options. As Producer Ed Del Castillo says, "Head-to-head competition is a whole new level of play." (See Chapter 13 for more of Ed's interview.) Try taking on a *live* opponent to see just how good an EVA operative you really are!

MULTIPLAYER BASICS

Command & Conquer supports up to four players across a network or two players via a null-modem or modem connection.

To start a multiplayer game, select **Multiplayer Game** from the main menu, and then choose your connection method from the following menu(s).

> *C&C attempts to detect a network when you choose Multiplayer Game. If it detects a network, you will be given the chance to choose between a Network and Modem/Serial game on the next menu. If C&C cannot detect a network, you will be taken directly to the Select Serial Game menu.*

Gameplay in multiplayer games is identical to normal play, except for the following items:

It doesn't matter which CD you use when playing multiplayer games.

- There may be more than one opponent to overcome. Network games support up to four simultaneous players. In addition, you can choose to have the computer play along in serial or network games (up to four players total, including both human and computer players).
- Each player always starts with an MCY and a handful of infantry and vehicles.
- Each player can build any unit or structure as long as all prerequisites have been met. (For example, you cannot build infantry until you first build a barracks or Hand of Nod.) There is a Technical Level setting to limit the type of units that can be built.
- The object is straightforward: Destroy all opposing units and structures.
- You can choose from 16 specially designed battlefields.
- Besides the normal keys (see Chapter 3, "EVA Operations Manual"), new keystrokes are available in multiplayer games.

  Click on an enemy unit and then press A to designate that opponent as an ally and prevent your units from firing on any of that opponent's forces. You can use this method to "team up" with other players against a common foe. To reverse the Ally command, select an enemy unit and press A again. (You must use the Ctrl key while targeting an ally.)

  > *The Ally command is* not *reciprocal, which means anyone you designate as an ally can (and will) still fire on your forces. The opponent you select as an ally must also designate you as an ally by clicking one of your units and pressing and holding down the A key.*

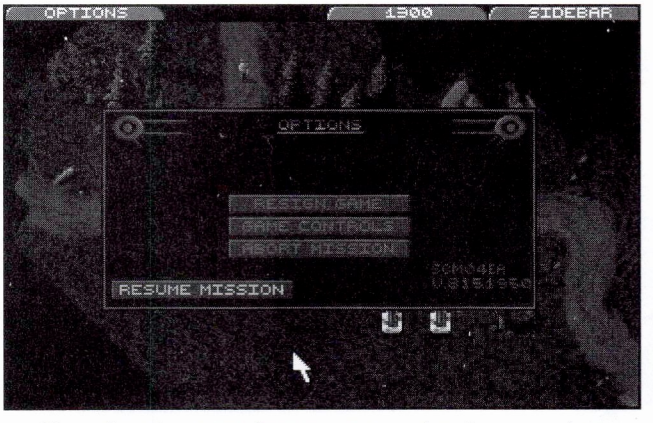
- Pressing F1-F4 allows you to send messages to your opponents. The F1-F3 keys send messages to only one opponent, whereas F4

Messages are very short. Make yours concise!

sends your message to all opponents. Press F1-F3 to see which key is mapped to which opponent; the opponent's name appears at the top of the screen where you type your message.

Pressing R during a multiplayer game gives you the chance to surrender, in effect forfeiting the game. Click OK after pressing R to surrender, or, if you change your mind, click Cancel to stay in the game.

- The Options menu (accessible from the Options tab or by pressing the spacebar) has fewer options than in the normal game:



Resign Game forfeits the game and returns you to the Join Network Game screen.

Game Controls allows you to configure the same items as in the normal game. See Chapter 3, "EVA Operations Manual," for details on these controls.

Abort Game quits the game and returns you to the Join Network Game screen. Note that the game does not count the abort as a loss, but your opponents might not view it that way!

- The radar map (available on the sidebar) has an additional mode that shows all players' scores (number of kills).

Getting Ready to Play

Attaching to other computers for multiplayer games differs depending on whether you will be playing across a network, on a serial cable, or on a modem.

This section covers how to connect using a network, serial, or modem link. See the section on gameplay later in this chapter for information on how to play after you are connected.

Host vs. Guest(s)

Each multiplayer game of Command & Conquer requires one player to act as *host* to the other players, who become *guests*. The host of each game sets up the parameters that govern the game. The guests cannot change the parameters of the game but can decide whether or not they want to play using the host's parameters.

The parameters the host controls are listed below.

Scenario

This list contains the 16 battlefields available for multiplayer games. The battlefield names are indicative of the type of terrain and features you will find on the landscape. Use the scroll arrows to see more of the list and click the battlefield you want to use.

Starting Credits

This number is the amount of credits each player will have in his or her treasury at the beginning of the game. Harvesting Tiberium and finding crates can provide additional credits to the players.

Unit Count

This setting determines how many units each player will start with. You can choose any number between 3 and 12 units if Bases is set ON, or between 5 and 50 if Bases is set OFF (see Bases, on the following page).

Note that the number isn't absolute: Each side begins with a balance of units. For example, a Nod player will have a buggy for each of the GDI player's Hummers and a rocketeer for every GDI bazooka because these units are similar. However, the Nod player will have two light tanks for every GDI medium tank because the Nod tanks are not as powerful as the GDI vehicles.

The type of units provided at the start of a game is governed by the Tech Level setting.

Tech Level

This setting determines the maximum technical level for the game. Settings range between 1 and 7, with 1 being the lowest and 7 being the highest.

There are no restrictions on building units/structures at Tech Level 7 as long as all structure/unit prerequisites have been met.

Bases

The Bases button controls whether the players start with an MCY to begin a base. If Bases is set to the OFF position, the players have to battle with only their starting troops. If Bases is set to ON, the players can deploy their MCYs to build bases and eventually extra units.

Tiberium

This button controls whether Tiberium will grow and spread. If it is set to ON, active Tiberium fields will grow and spread over time.

Crates

This button controls whether bonus crates will appear in the game. Crates contain credits, weapons, or other bonuses for the troops that find them.

Move a unit onto a crate to open it and gain the bonus inside.

Crates can contain the following items:

Credits	Crates can contain amounts up to 2000 credits. The amount is deposited directly into your treasury.
Free Units	A random unit from either the GDI or Nod side appears at the crate's location.
Nuke Missle	A nuclear strike (similar to the one available from a Nod temple) becomes available in your sidebar. Click on the icon to use it.
Nuclear Explosion	A nuclear blast occurs at the location of the crate. Everything within range takes applicable damage.
Ion Cannon	An Ion Cannon blast becomes available on your sidebar. This blast is similar to the one available to GDI players with Advanced Communication Centers. Click on the icon to use it.

Air Strike	An Air Strike becomes available on your sidebar. This Air Strike is similar to the ground support aircraft strike available to the GDI player. Click on the icon to use it.
Orange Ball	Immediately converts all your units and structures to full health.
Stealth	Causes nearby units to become invisible. This functions similarly to the Nod Stealth Tank.
Explosion	Crate explodes causing damage to all nearby units.
Napalm Crate	Crate explodes causing napalm damage to all nearby units.
Free Infantry	A variable group of five infantry appears at the crate's location.
Visceroid	An angry Visceroid appears and attacks any nearby units.
Black Ball	Randomly reveals or reshrouds the entire map.

AI Players

It is possible to have the computer fill in for human players, up to the maximum of four players per game. If the AI Players button is ON, the computer will control additional opponents during the game.

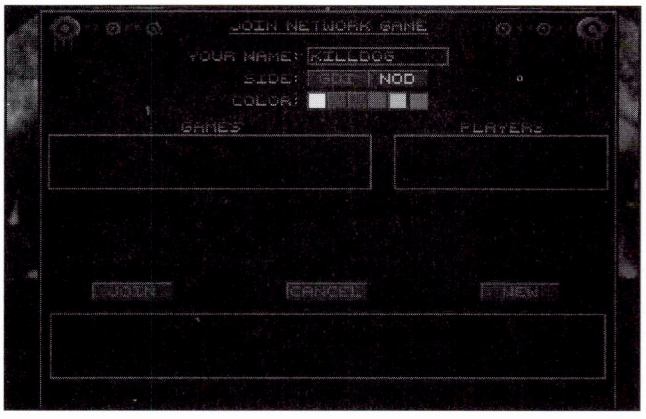
> *If you are playing with two players, the computer will control two additional forces. If you are playing with three players, the computer will control only one force. If you are playing with four human opponents, the computer cannot control any forces.*

The AI Players button has a third setting, "Capture the Flag." When this setting is used, the game becomes a bit different. Each player is given a flag that starts in the middle of a bullseye near their troops (or where their construction yard is deployed).

Opposing players can pick up the flag by moving a unit over it, and then carry the flag to their own bullseye. If the opposing player successfully transports the flag to his base, all of the corresponding enemy player's units are destroyed.

If a unit carrying a flag is destroyed, the flag remains where the unit was destroyed. Note that players cannot move their own flag, but can set units to guard it, wherever it may be.

Playing C&C over a Network



As previously mentioned, Command & Conquer supports up to four players over an IPX-compatible network.

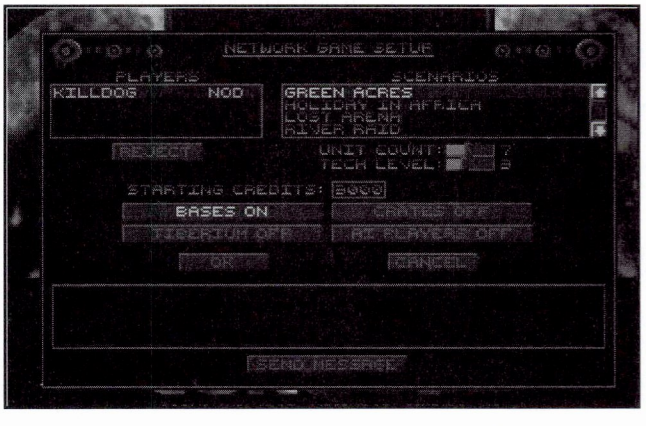
To start a network game, choose **Multiplayer Game** from the main menu, and then choose **Network** from the **Select Multiplayer Game** menu.

If you don't see a Network option, C&C cannot detect your network. See the troubleshooting section later in this chapter.

It is possible to have several C&C games in progress at once. Each player is given the chance to start a game with his or her preferred options that others can join. You start and join games from the Join Multiplayer Game screen shown above.

Before proceeding, you may want to change your name, the side you will play (GDI or Nod), and the color you want your troops to be. Click the appropriate field or button to change these options.

Hosting a Network Game



To start your own game, click the New button on the Join Network Game screen. The Network Game Setup screen appears.

This screen shows a list of players who have joined the game and gives you the chance to set the options for the game. (For more information on game options, see "Host vs. Guest(s)" earlier in this chapter.) As players join the game, their names will appear in the Players window.

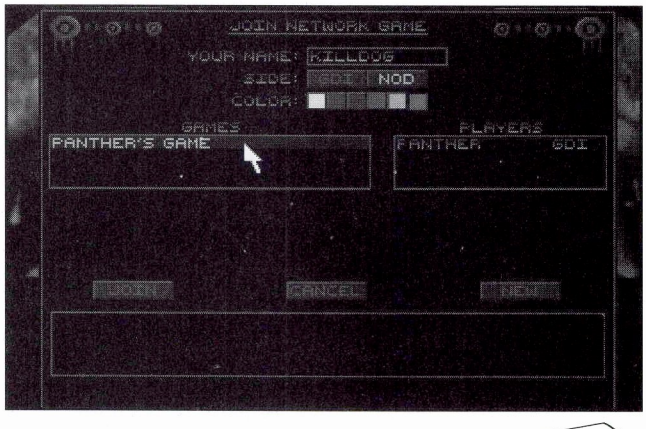
Click a name and then click the Reject button if you don't want a particular player in your game.

You can continue to select options while others are joining your game. Use the Send Message button to send messages to other players. Watch the window above the Send Message button for messages from other players. When you are ready to start the game, click the OK button and the game starts.

Once a game is underway, no additional players can join in.

Joining a Network Game

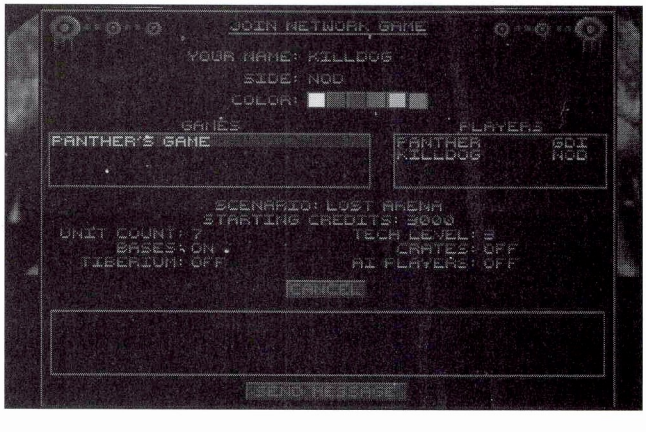
If another player has already defined a game, the name of the game will appear in the Games window of the Join Network Game screen. To join that game, set your name, side (GDI or Nod), and color; click the game name in the Games window; and then click the Join button.



You cannot join a game in progress. Games in progress appear in brackets in the Games window.

Clicking a game displays the players of that game in the Players window.

The options for the selected game appear in the middle of the window. (These options are discussed in the "Host vs. Guest(s)" section earlier in this chapter.) You can send messages to the other players joining this game by clicking the Send Message button, typing a short message, and pressing Enter. Messages from other players also appear in the Messages window.



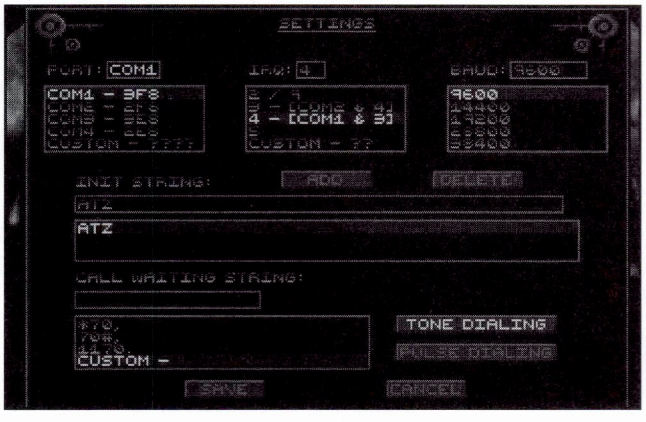
If you selected a color that another player is already using, the computer will choose a new color for you when you join a game.

When the player who originated the game is happy with the number of people who have joined the game, he or she will start the game. If you decide not to participate in the selected game, click the Cancel button before the game starts.

Only the originating player can set the game options. Negotiate for different options by using the message function.

Setting Up for a Modem or Null-Modem Game

Before you can play C&C over a modem or null-modem connection, you must first set up C&C. From the main menu, choose **Multiplayer Game**. From the Select Serial Game menu, choose **Settings**.



If you have network software running on your computer, you may have to select Modem/Serial from a Select Multiplayer Game menu to get to the Select Serial Game menu.

The Settings screen enables you to tell C&C where to find your modem or serial port (for null-modem games), what speed to use, and how to dial.

C&C requires a Hayes-compatible, 9600 baud or higher modem for modem games.

Selecting the Correct Port

The easiest option for selecting a port is to click the option corresponding to your serial port or modem in the Ports box. If your serial port or modem uses a standard interrupt and base address, that is all you need to do.

If your serial port or modem is set at a nonstandard interrupt or base address, the process is a bit more complex.

Standard Base Addresses and Interrupts

Port	*Base*	*IRQ*
COM1	3F8	4
COM2	2F8	3
COM3	3E8	4
COM4	2EG	3

To set a custom base address, click the Custom entry in the Port box and type the address in the Port text box.

To set a custom interrupt, click the Custom entry in the Interrupt box and type the address in the IRQ text box.

Setting the Baud Rate

Next, set the baud rate of your modem or serial port. The following table suggests speeds to use.

Suggested Speeds for C&C Serial Games

Type of Connection	*Speed*
9600 baud modem	9600
14,400 baud modem	19,200
28,800 baud modem	28,800
Serial (null modem)	38,400

Note that it is possible to use speeds higher than the speed of your modem. However, this is not generally recommended for optimal speed in serial games.

Setting Additional Modem Settings

If you are using a modem, you also need to set the init and call waiting strings as well as select tone or pulse dialing.

The default ATZ init string should work with most modems. However, if you need to change it, type the new string into the Init String box and click the Add button to add it to the list. Verify that your new setting is selected by clicking its entry in the list.

See the Troubleshooting section for recommendations of other init strings.

If you have call waiting on your phone line, you should disable it before playing C&C. If you don't, incoming calls will cause the connection to your opponent to disconnect. Select the dialing code that disables call waiting when you make a call. Westwood has included the most common dialing codes. Ask your phone company if you are not sure which one to use.

> *Select Custom and type in a new code if none of the preset ones are appropriate, or if you do not have call waiting on your phone line.*

Click the Tone Dialing or Pulse Dialing button (whichever is appropriate).

Saving Your Changes

Click the Save button to save all your changes. Click the Cancel button to ignore your changes and return to the Select Serial Game menu.

Playing C&C over a Null-Modem Link

It is possible for two players to connect their machines with a null-modem cable to play Command & Conquer. Using this method, only one game can be in progress at a time, and only two players can play at a time.

> *Computer opponents can be used in null-modem games by setting AI Players to ON.*

To play using a null-modem connection, two computers must have their serial ports connected by a null-modem cable. This special cable connects the two computers' serial ports so data can be transferred between them.

Do not play C&C by connecting two computers with a "straight-through" serial cable. Only a null-modem cable works. Adapters are available to convert straight-through cables if so desired. Visit your nearest computer store or Radio Shack for help in selecting the right cable(s) to connect your computers.

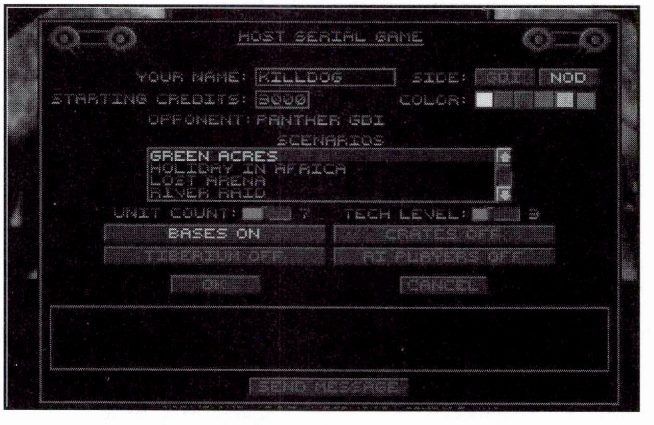
After the connection is made, both players should select Multiplayer Game from the main C&C menu. From the Select Serial Game menu, both players should choose Null Modem. (See the section "Setting Up for a Modem or Null-Modem Game" before beginning a null-modem game.)

If either player has network software running on his or her computer, that player may have to select Modem/Serial from a Select Multiplayer Game menu to get to the Select Serial Game menu.

Whichever player selects Null Modem first will host the game, and the other player will be the guest joining the game.

Hosting a Null-Modem Game

If you clicked Null Modem before your opponent, you get to host the game. The Host Serial Game screen allows you to set the options for the game, as well as choose your name, side (GDI vs. Nod), and color.



Select the options and click the OK button when you are ready to start the game. Click Cancel if you decide you don't want to play.

Use the Send Message window and button to "talk" to the other player before the game.

Joining a Null-Modem Game

If you clicked the Null Modem button after your opponent, you will see the Join Serial Game screen. This screen lets you select your name, side (GDI vs. Nod), and color. However, the other options are selected by your opponent.

When your opponent is ready the game will start. Click the Cancel button if you decide you don't want to play, and use the Send Message button and window to talk to the other player.

Playing C&C over a Modem

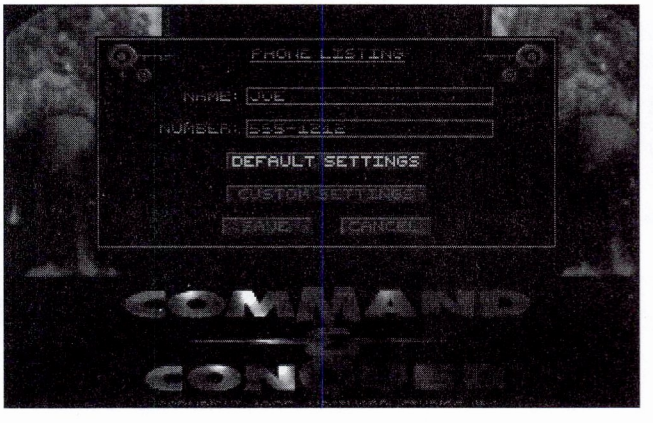
If you and a friend both have 9600 baud (or higher) modems, you can play Command & Conquer over the phone lines.

> *See the section "Setting Up for a Modem or Null-Modem Game" before beginning a modem game.*

Before playing, you need to decide who will call and who will answer. The caller will become the host of the game (being able to set the options).

Hosting a Modem Game

To host a modem game you must call your opponent. Select Multiplayer Game from the main menu and then select Dial Modem from the Select Serial Game menu.

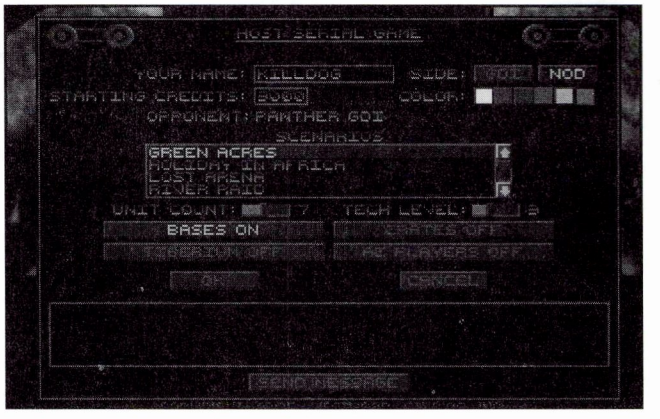


The Phone Listing screen allows you to save commonly called numbers. Either select a number from the list, type a new number into the box at the bottom of the screen, or click the Add button to create a new entry in the list.

When the number you want to dial is selected, click the Dial button to initiate the call. Click Cancel if you change your mind and want to return to the Select Serial Game menu.

use the Edit button to change an entry and the Delete button to delete an entry.

After you click Dial, your modem calls your opponent's modem and the connection is initiated. You then see the Host Serial Game screen, where you can select options for the game.

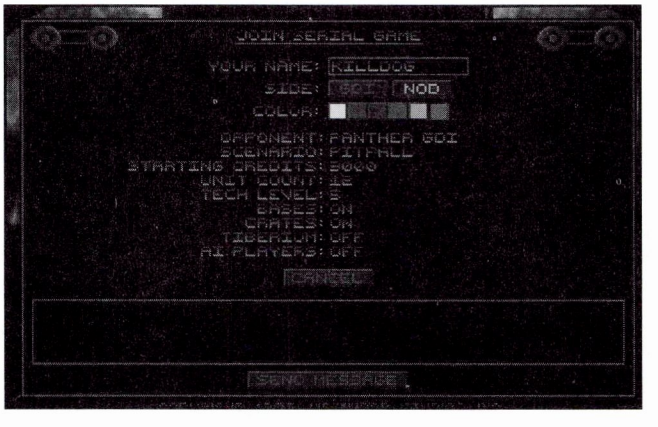


See the section "Host vs. Guest(s)" earlier in this chapter for information on game options.

Use the Send Message button and window to send messages back and forth to your opponent. When you are ready to begin the game, click the OK button. Click the Cancel button if you change your mind and don't want to play.

Joining a Modem Game

If you choose to have your modem answer, you will see the Join Serial Game screen. This screen lets you select your name, side (GDI vs. Nod), and color. However, the other options are selected by your opponent.



When your opponent is ready the game will start. Click the Cancel button if you decide you don't want to play, and use the Send Message button and window to talk to the other player.

Playing C&C over Online Services

It is possible to play Command & Conquer using online services to connect to opponents. Many national bulletin boards allow two users to connect game software while online, and even commercial services such as CompuServe have online gaming sections.

> *CompuServe's online gaming section, the Modem-to-Modem lobby (GO MTMLOBBY) only operates at speeds up to 2400. Because Command & Conquer requires at least 9600 baud, you cannot play C&C over a CompuServe connection. At the time of this writing, CompuServe does not intend to upgrade the MTM section to 9600, but the lobby is still a good place to meet other C&C players.*

These services allow you to connect with standard terminal software and communicate with gamers from all over the world. If you choose, you can drop out of your communication software and fire up your favorite head-to-head game for a null-modem multiplayer game.

Although these online services can allow you to make a local (or toll-free) call and play someone you normally would have to call long distance, you usually pay a fee for using the service. The cost of using the service is generally comparable to long-distance charges, so savings are minimal. The real advantage of playing on such services is the chance to meet other players from all over the world.

At the time of this writing, Command & Conquer is not directly supported by any online services. However, don't forget the online discussion forums for news of bulletin boards and other online options. (See Appendix A, "Installation and Troubleshooting," for online areas to visit for C&C info.)

Visit Brady Publishing's Internet Web pages for lists of gamers or to add your name to our list. Our pages are accessible from Macmillan Publishing's home page: http://www.mcp.com.

Playing C&C over the Internet

One attractive option that exists currently is playing Command & Conquer over the Internet. The advantages of this option are twofold:

- Internet connections are very economical. Usually you pay a low monthly fee for many hours of access.
- Using special software, your computer can connect to the Internet and treat it like a large local network. This allows you to play *network* multiplayer games with up to four opponents (versus two opponents through a null-modem connection).

> *This book covers connecting to the Internet using Jay Cotton's Kali software. Although other options exist, none is as popular or has the advantage of being tested by Westwood Studios.*

To play C&C over the Internet you need to have a high-speed SLIP or PPP connection. Although a 14,400 baud serial connection suffices, the game runs much smoother on a 28,800 connection or dedicated line (56K or T1 line).

> *Users with a shell account only can also use Kali. However, the process is a bit more involved and additional software is required. Most Internet providers offer SLIP or PPP connections at very reasonable rates; sometimes discounts are available if you already have a shell account. (Some providers offer a SLIP and shell account for one price.)*

The steps to connect C&C on the Internet are simple:

1. Connect to your service using a special dialer or DOS communications software. If you are on a dedicated line you can skip this step.

   Windows telecommunications software *will not work.* You must use a software package that allows you to exit and leave the line connected. Windows software uses special drivers that close the port when you leave the software or exit Windows.

2. Run a DOS packet driver for your connection.

3. Run Kali.

   Kali emulates an IPX driver, enabling IPX-capable multiplayer games to play over TCP/IP connections. Note that versions of Kali earlier than 1.1 do not work with C&C.

4. Run your game and connect to other players using the Network Play options.

Jay Cotton, the developer of Kali, has put a lot of work into assembling documentation for connecting to the Internet. The first step to getting online with C&C is to get his Kali software and documention. Many of the supplemental programs are also available on his Internet FTP site.

Once connected, play is identical to the network section described earlier.

Kali is shareware. The publicly available evaluation copy allows you to connect online for 15 minutes before you are disconnected. Registration of Kali ($20) removes this restriction. See the documentation in the Kali package for information on registering Kali.

To get the Kali software, use one of the following methods:

On the World Wide Web, visit http://www.internexus.net/kali/. The Kali home page includes the latest information on Kali and allows you to download the latest version.

FTP out to tracker.vet.uga.edu and change to the /pub/kali directory. Download the latest Kali ZIP file.

Read the KALI.DOC text file included with the Kali package for detailed information on getting up and running.

MULTIPLAYER STRATEGY AND TACTICS

You will quickly find that fighting human opponents is quite different than fighting the computer. Although the strategies in Chapter 6, "Military Strategies and Tactics," will work to some degree, keep the following in mind:

- The computer never sells a critical structure to raise money for weapons; a human opponent might.
- Loss-leader tactics are far less effective against other humans. Your opponent can (and generally will) use focus-fire tactics to eliminate your more deadly weapons.
- A variety of tactics must be employed to survive. Unlike with the single-player scenarios, you may have to assault, defend, rebuild, and so on throughout the scenario. Be prepared to switch gears quickly.

You may find yourself facing units identical to your own. Each multiplayer opponent is free to choose either GDI or Nod. Tactics that work well when using medium tanks against light tanks won't necessarily work when the situation is medium tanks against medium tanks.

What, then, *are* good tactics to use in multiplayer scenarios? Try the following:

Explore Early

Be aware of your surroundings and quickly identify areas where attacks may come from. Look for areas of dense Tiberium, and find your opponent's base(s) as early as possible. (Don't lead your enemy back to your base in the process!)

Don't Set Up Camp Just Anywhere

Take a look around before setting up camp. Find a place that is easily defended but has ready access to plenty of Tiberium. On the flip side, don't wait too long to find the perfect spot; while you are exploring your opponent(s) is building toward your destruction.

Extra units are available in multiplayer games. See the Ap column in the Basic Parameters chart in Chapter 12 to easily identify these units.

Use Perimeter Fencing/Walls and Other Base Defenses

Nod players should build turrets and perhaps even an Obelisk (Tech Level allowing). GDI players should utilize guard towers and advanced guard towers. In single-player games you rarely have to defend against a full assault on your base. During multiplayer games you may have to defend constantly.

Be Ready for Air Attacks

Don't forget that if the Tech Level is set high enough, your opponent can use attack helicopters or Orcas to strike your units and base. Build plenty of rocket-using units (rocket launchers, Mammoth tanks, advanced guard towers, rocketeers, bazookas) and keep them posted around important items.

Keep a watch for transport helicopters in/around your base. Engineers love to arrive by air!

Use Air Attacks

Having trouble advancing against those pesky base defenses? Use a combination of air and armor attacks to punch a hole in your opponent's perimeter. Alternately, send in a cheap scout to reveal the landscape around your opponent's base and then send in the air units to destroy essential structures inside the perimeter.

Watch for "Super-Weapon" Scouts

Never let a lone infantry soldier or vehicle inside your base. After your base has been seen by your opponents, your opponent can effectively call down the power of the ion cannon or a nuclear strike on any structure.

Consider Making Two or More Bases

Industrial commanders may wish to utilize two or more bases. Each base would have its own purpose and would support the others. For example, you may want separate bases for:

- Tiberium farming and refining
- Constructing new units
- Housing air support

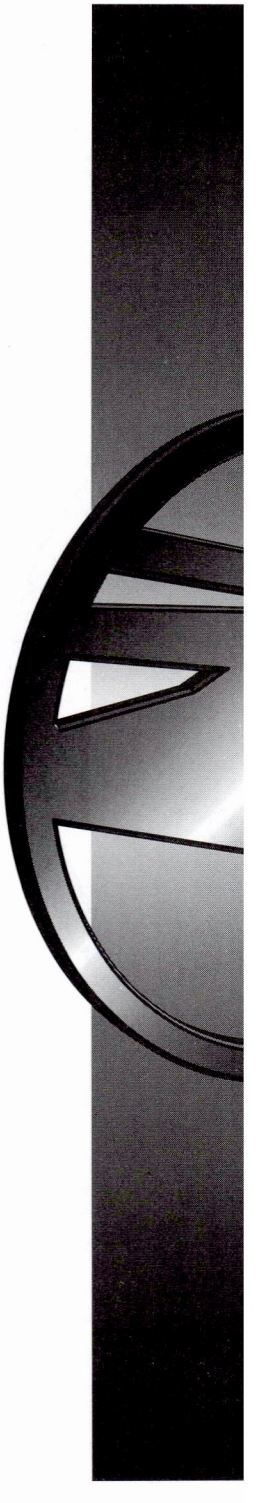
The advantage to this approach is that you can launch different attacks from different areas, always keeping your opponent off-guard. Keep your refinery camp hidden well behind your front-line encampments to lessen the worry of losing your production facilities.

Although you generally cannot build another MCY or construction yard (unless you find a lucky crate), you can use sandbags to cheaply extend your base into separate camps. Lay down a line of sandbags leading to where you want to build a new structure and sell the sandbags after you build the new structure(s).

Use the Message and Ally Features to Team Up on Larger Opponents

Don't be afraid to aggressively pursue pacts with other players. However, remember that there can be only one winner—don't trust anyone with your life!

GDI player: Follow the cargo plane to a Nod opponent's base.



Trouble-shooting Multiplayer Games

This section covers some basic troubleshooting techniques to use if you have trouble with multiplayer games in Command & Conquer. You may also want to read Appendix A, "Installation and Troubleshooting."

Troubleshooting a Network Connection

- The first thing to try if you are having trouble playing multiplayer C&C on a network is to run the game in normal mode on every machine you intend to run in multiplayer mode. If C&C won't run in normal mode, it won't run in multiplayer mode.
- Command & Conquer only supports IPX-compatible networks. If you are running a different type of network you might look into getting IPX drivers or emulators for running C&C.
- You don't have to run all of your network drivers to connect C&C. For example, NetWare Lite users *should not* run CLIENT or SERVER when trying to play C&C in multiplayer mode. At minimum you do need a driver for your network card and an IPX packet driver. Some networks require that additional support drivers be loaded prior to the network card drivers. Be sure you are running the correct drivers for your network hardware.

> *You can put a simple network together fairly cheaply. NE-2000 compatible network cards can be found for around $50 at most computer stores, and the cable to attach the cards can be found for under $10. If you and some friends are willing to make the investment, you can be up and running in a four-person C&C game for about $60 to $70 dollars apiece. (Most cards come with all the necessary drivers. Any missing drivers can usually be found on most commercial online services.)*

> *Although $70 may seem expensive to play Command & Conquer, keep in mind that the same network can also be used to play a variety of popular network games.*

- Does your network function for other applications? Try another multiplayer game and see whether the network will run correctly, or load the full network and try C&C again.
- Are you connected to your opponents via a router or bridge? Communication between C&C games can be slowed and even stopped by a router. If possible, connect the machines directly or verify that they are on the same hub without an intervening router.
- Try using the "-DESTNET" parameter. Start C&C by typing "C&C -DESTNET xx.xx.xx" where "xx.xx.xx" is the address of the machine to which you are trying to connect. See the Command & Conquer documentation for more information on the DESTNET parameter.
- Try using the "-SOCKET" parameter. Start C&C by typing "C&C -SOCKET xxxx" where "xxxx" is the number of the network socket you wish to use. By default, Command & Conquer uses socket number 8813. If the game doesn't run on your network it could mean that another device or software is using that socket number. Try another socket number (between 0 and 16383).

Troubleshooting Modem Games

- The first things to check are your modem or serial port's interrupt and base address settings. If you are successfully running other modem software, check the settings in that software and make sure the settings in C&C match.
- Note that you cannot use another serial device on COM3 if your modem is on COM1 (and vice versa). Also, you cannot use another serial device on COM4 if your modem is on COM2 (and vice versa). Serial ports 1 and 3 (COM1 and COM3) share an interrupt, and ports 2 and 4 (COM2 and COM4) also share an interrupt. Make sure your mouse and modem are not on conflicting ports.
- Check other devices in your computer to make sure they are not using the same interrupt or base address as your modem or serial port.
- Try using a different init string. Some strings to try include the following:

  AT&F

  AT&F1

  T&F&C1&D2
- Make sure you are using the right baud rate. Also make sure your opponent is using the same baud rate (even if the modems are different speeds).
- Try connecting to the other player using different software. If you can connect using other software, you should be able to connect with C&C. (Check the other software's init string and copy it to C&C.)
- Try turning off error correction and data compression on your modem. See your modem's manual for commands to do this.

Troubleshooting Null-Modem Games

- Many of the same troubleshooting tips for modem games remain true for null-modem games:

  Check your interrupt and base address settings.

  Verify that there are no port conflicts or conflicts with other devices.

  Make sure you and your opponent use the same baud rate.

- Verify that your connection is indeed "null-modem." A straight-through serial cable will not work.

- Try the simplest connection first. Eliminate all unnecessary gender changers and lengths of cable. Once you have a working connection you can get more creative if necessary.

- Try connecting through other software. If the other software works, copy its settings to Command & Conquer.

Troubleshooting Internet Games

- Verify that you are loading all the software necessary for Kali.

- Make sure your IP, netmask, gateway, and nameserver addresses are correct in the WATTCP.CFG file.

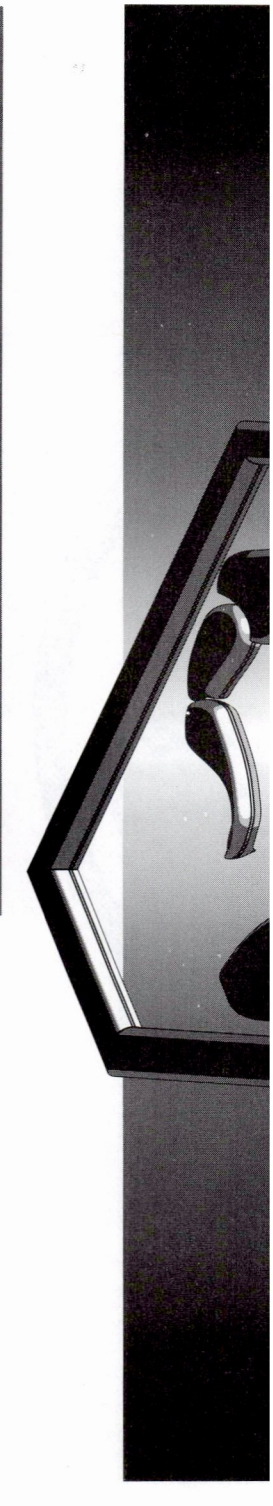
- Verify that you are not running any conflicting software. Network drivers and additional packet drivers will interfere with Kali's operation. Start with a clean boot and load only the software required by Kali (and C&C).

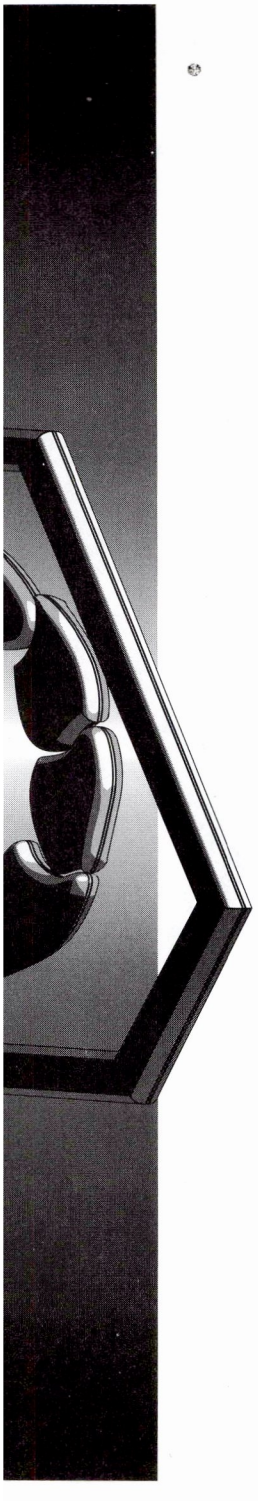
- Type "KALI /S" at the DOS prompt, in the Kali directory. Kali should display a list of all users connected to the Kali server. Try using KCHAT to chat with other users. If both of these work, you should be able to connect with C&C.

- Try connecting directly to your opponent. Instead of starting Kali with the Kali server address, start Kali by typing "KALI xx.xx.xx" where "xx.xx.xx" is your opponent's IP address. (Your opponent should start Kali with *no* parameters.) If this fails, try the reverse, having your opponent use your address, and you should start Kali with no parameters.

- Verify that your Internet connection remains open. If your modem hangs up or your connection is otherwise broken, Kali will not work.

10 MULTIPLAYER MISSIONS





Command & Conquer comes with 16 specially designed battlefields for multiplayer games. This chapter gives descriptions of the multiplayer battlefields to aid you in deciding on which landscape you wish to crush your opponents.

Desert Madness

Ridges abound on this desert landscape, which makes defense of your position easier. APCs and engineers make a deadly combination against your opponent.

Eye of the Storm

Four open corners surround a center full of Tiberium on this desert map. Many canyons make it difficult to navigate and defend harvesters.

Green Acres

Set in temperate terrain, this map is good to start with. Simple and straightforward, with plenty of Tiberium, this map contains few obstacles between you and your opponent. Players start in defensible corners; take advantage of your placement.

King Takes Pawn

This map is similar to a chessboard, dotted with square pits of Tiberium. If your enemy starts close to you it can get pretty intense, pretty quick. Prepare to defend the tight passages as soon as possible; the use of perimeter fencing comes in handy.

Lakefront Clash

A group of lakes populate the center of this desert map. Players start off in valleys or ridges, so use the terrain to your advantage. Tiberium is sparse on this map; use it well.

Lost Arena

This temperate map is split by a river that runs the length of the map, east to west. Whoever controls the two river crossings definitely has the advantage.

Marooned

A series of desert islands are connected by small land bridges on this map. Defense of the connecting pathways is essential to survival. Air power and strong ground forces make a great combination.

Moosehead Barrens

This desert map is named for the moosehead-shaped lake. This map is similar to River Raid with several rivers separating the regions. Remember that defending the river crossings is essential to victory.

Nowhere to Hide

This map is a wide-open winter wasteland with only trees to separate you and your opponent. Find your enemy fast and hit them hard.

One Pass Fits All

A very large straight river cuts this map down the middle. Three crossings allow passage between the map halves. Controlling these passes is essential to winning. Air power makes an effective equalizer on this landscape.

Pitfall

This map has several valleys (pits) of Tiberium scattered around it. Getting your harvester in and out of these valleys can be dangerous, even deadly if your opponent knows your position. Find your opponent's position early and take out his harvester.

River Raid

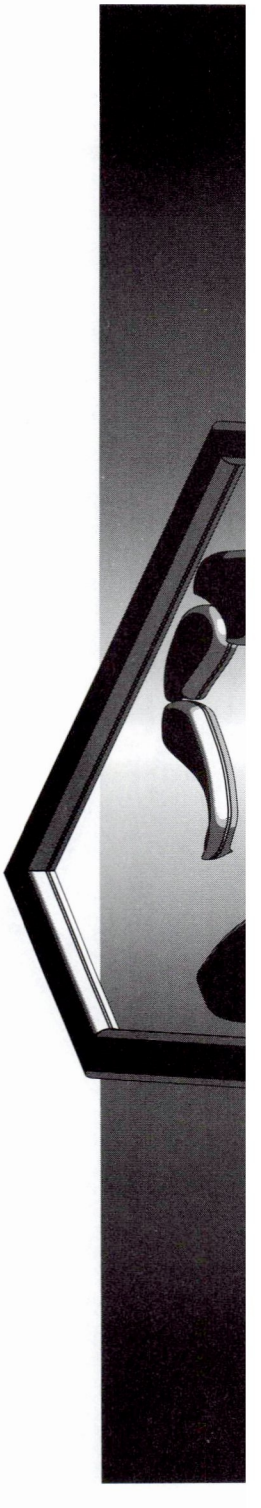
This map has several rivers that split the map into smaller regions. Although there are many crossing areas, it is easy to become trapped away from the Tiberium.

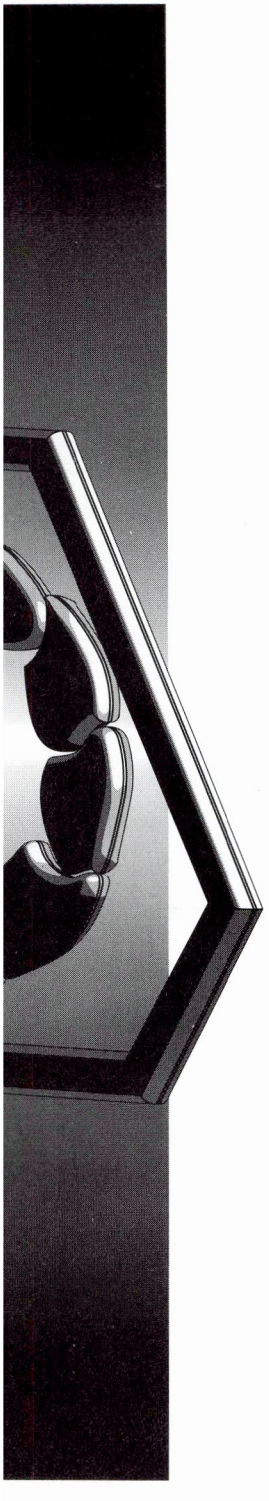
SandTrap

Set in desert terrain, this map has some very defensible areas. There is an abundance of Tiberium, and several landscape features to navigate and strategize around.

Straight and Narrow

This map starts the players on one of six terrace-like land masses. If your opponent has long-range weapons this landscape can be deadly. If you like your game fast and furious, this map is for you.





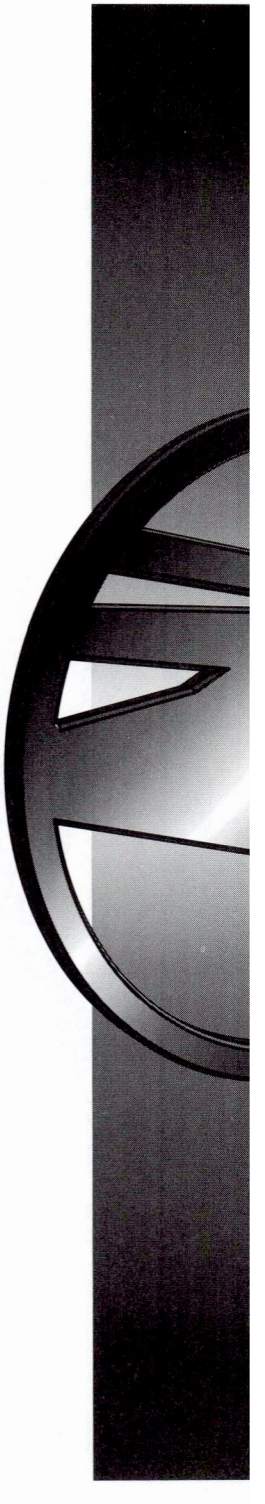
Tiberium Gardens

As the name implies, a huge field of Tiberium is dead center on this map. Players start in one of five regions surrounding the garden. There is only one entrance/exit out of your area, so prepare to guard it well. Safely harvesting Tiberium is difficult because all players must concentrate on the same Tiberium field.

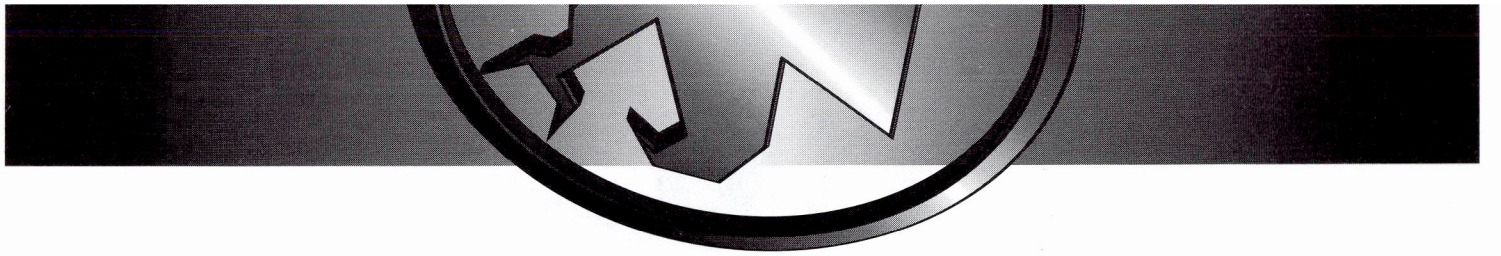
Winter Wonderland

This snow covered map is bisected by rivers and dotted with small patches of Tiberium. Because there are no large fields of Tiberium, you must fight for the patches you can find.

11 Detailed Structure Data



Here's the inside scoop from Westwood: exactly what numbers drive important factors for structures, along with calculations on the most effective defenses. Detailed information on structures' weapons can be found in the next chapter; all important data on the structures themselves is presented here. See how quickly a structure can be built, how much armor it has, whether it can be captured, and other helpful facts.



PARAMETERS AND WEAPONS

See end of table for legend.

Name	Own	Ap	Cost	Time	Drain	HPs	Armor	Sight	Weapon	Rel Eff	Output	TC	Cap
Airstrip	N	5	2000	133	30	1000	Heavy	5			0	0	Y
Barracks	G	1	300	20	20	800	Light	3			0	0	Y
Comm. Center	GN	3	1000	66	40	1000	Light	10			0	0	Y
Comm. Center, Advanced	G	13	2800	187	200	1000	Light	10	Special, Ion Cannon		0	0	Y
Concrete Wall	GN	13	150	10	0	70x3	None	0					
Construction Yard	GN	1	5000	333	15	800	Light	3			30	0	Y
Fence, Chain-link	GN	9	75	5	0	10x2	None	0					
Guard Tower	G	7	500	33	10	400	Light	3	MG, Chaingun	360	0	0	N
Guard Tower, Advanced	G	13	1000	67	20	600	Medium	4	SSM, Tomahawk	3510	0	0	N
Hand of Nod	N	1	300	20	20	800	Light	3			0	0	Y
Helipad	G	10	1500	100	10	800	Light	3			0	0	Y
Obelisk	N	9	1500	100	150	400	Medium	5	Laser	1333	0	0	N
Power Plant	GN	1	300	20	0	400	Light	2			100	0	Y
Power Plant, Advanced	GN	13	700	47	0	600	Light	2			200	0	Y
Refinery	GN	2	2000	133	40	900	Light	4			10	1000	Y
Repair Pad	GN	8	1200	80	30	800	Light	3			0	0	Y
SAM Site	N	5	750	50	20	400	Heavy	3	SAM	2400	0	0	N
Sandbags	GN	5	50	4	0	20	None	0					
Silo	GN	2	150	10	10	300	Light	2			0	1000	Y
Temple of Nod	N	13	3000	200	150	2000	Medium	4	Special, Nuke		0	0	N
Turret	N	8	250	17	20	400	Heavy	5	APDS, Turret	3840	0	0	N
Weapons Factory	G	5	2000	133	30	400	Medium	3			0	0	Y

Cost and time to build perimeter fencing (sandbags, fencing, and concrete walls) is per section. Also note that fencing and concrete walls have several levels of HP. As each level is exceeded, the fence or wall becomes visibly damaged. For example, when a fence section takes more than 10 points of damage it will appear bent and twisted. When it takes 10 more points of damage it will be destroyed. (Concrete walls become discolored, then chipped and cracked, and finally destroyed as each of their levels is exceeded.)

Legend:

Name Name of the structure.

Own Who originally owns the structure. G = GDI, N = Nod, GN = Both. (Most structures can be captured and utilized by either side.)

Ap The mission the structure can first appear in. Does not necessarily mean it *will* appear. This is the lesser of both the Nod and GDI values; whichever is lowest.

Cost Cost of the structure.

Time Time to build the structure, in seconds. The observed value will change as you adjust the speed of your game (under the Game Options menu). Note: Time is directly related to Cost; dividing the Cost by 15 equals the Time.

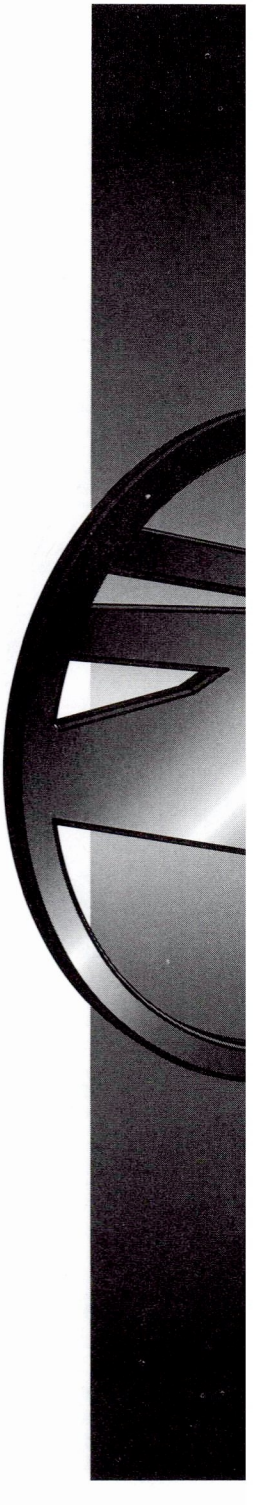
Drain Power drained by structure.

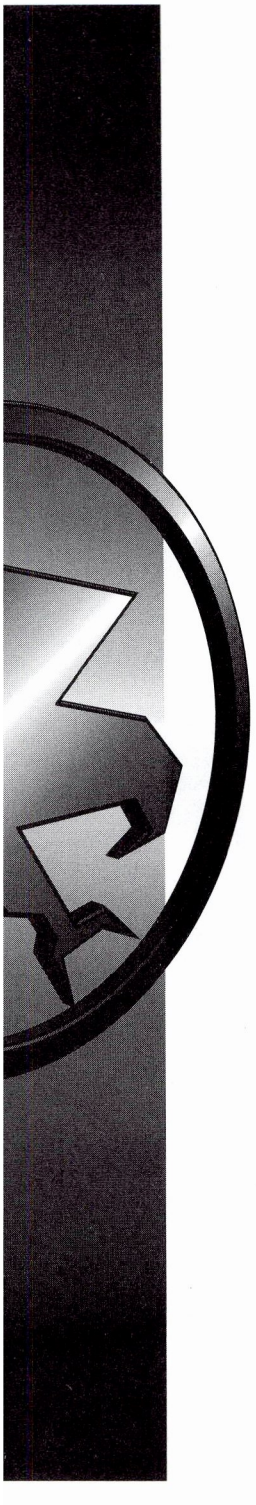
HPs The number of Hit Points the structure can withstand.

Armor Class of armor the structure is encased in.

Sight Sight range for the unit, in map squares. (Each map square is roughly as wide as a sandbag, fence, or concrete wall segment.)

Weapon Name of the weapon the structure utilizes, if any. See Chapter 12, "Detailed Equipment Data," for weapon abbreviations and more information about weapons.



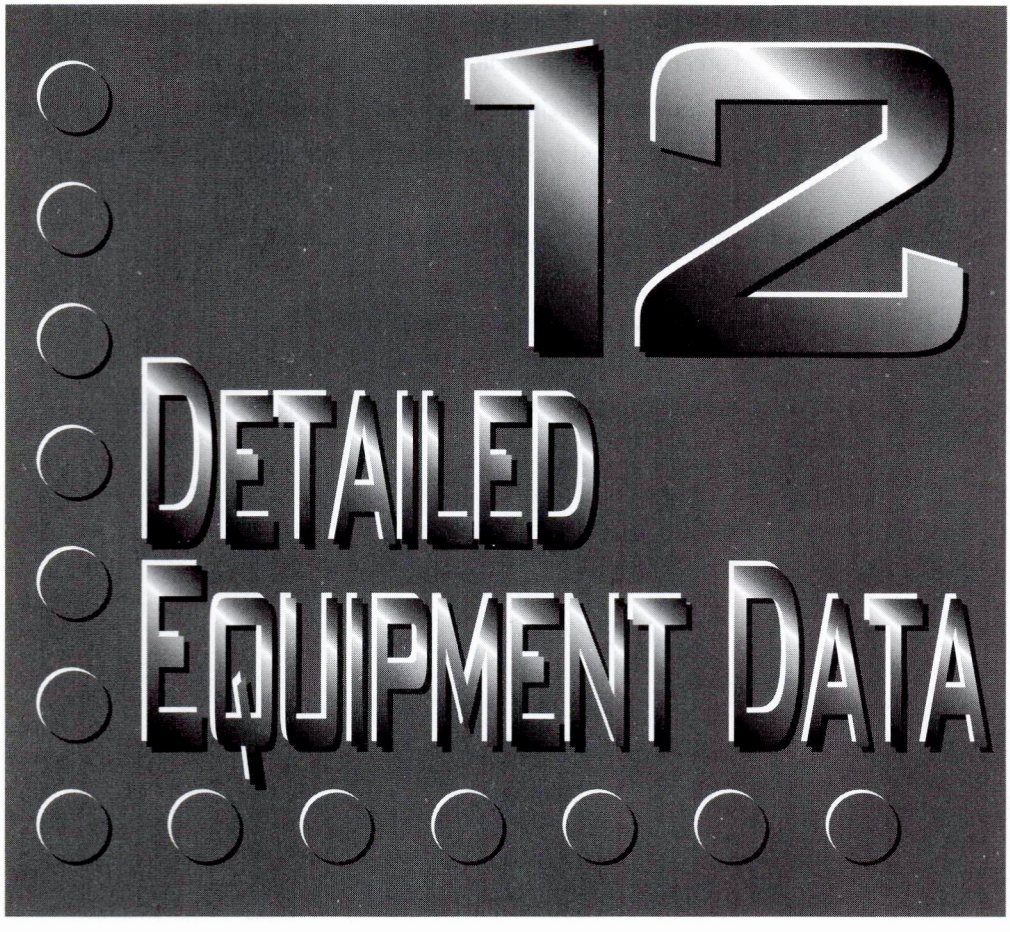


Rel Eff An abstracted indicator of weapons' relative effectiveness, based on precise internal values and other factors. This number is not to be taken as the last word in the usefulness of weapons due to the highly complex nature of unit-to-unit interactions, but it can help point out strengths and weaknesses. See Chapter 12 for more information.

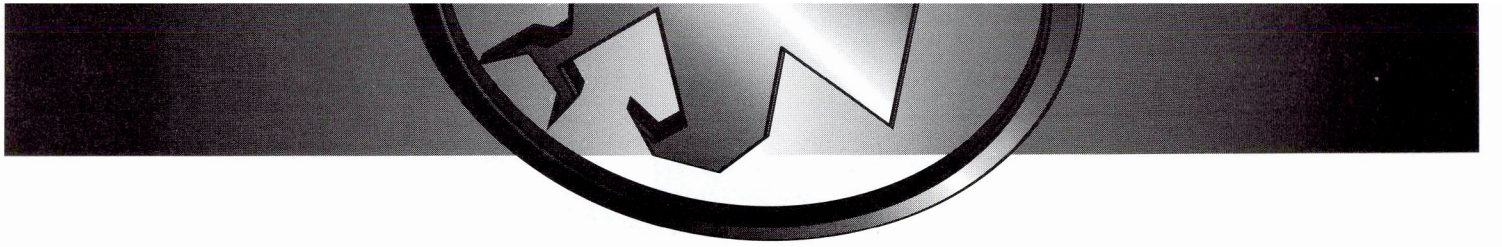
Output Power output, for structures that produce electricity.

TC Tiberium capacity, for structures that can hold Tiberium.

Cap Whether or not the structure can be captured by an engineer (Yes/No).



Direct from Westwood, here are the internal numbers driving the units you love to push around your virtual map. See exactly how quickly something can be made, or just how strong its weapon is. Also find analyses of the effectiveness of their weapons. While a complete analysis could have occupied a book itself, these calculations tie together the major factors driving unit strength, and sometimes reach surprising conclusions.



Basic Parameters

See end of table for legend.

Name	Own	Ap	Cost	Time	Sight	HPs	Armor	Speed	Weapon	Rel Eff
APC	G	5	700	47	4	200	Heavy	MF	MG, M60	857
Artillery	N	9	450	30	4	75	Medium	MS	APDS, 155mm HE	1038
Attack Helicopter	N	M	1200	80	0	125	Heavy	F	MG, Chaingun	375
Cargo Plane	N	5	N/A	N/A	2	25	Medium	F	—	—
Chemical Infantry	N	M	300	20	1	70	None	S	Chemspray	320
Commando Infantry	GN	6	1000	67	5	80	None	MS	Rifle, Sniper	309
Dune Buggy	N	5	300	20	2	140	Medium	MF	MG, M60	700
Engineer	GN	2	500	33	2	25	None	S	—	—
Flame Tank	N	9	800	53	4	300	Heavy	M	Flame Tongue	1350
Flamethrower Inf.	N	5	200	13	1	70	None	MS	Flame Thrower	441
Grenade Infantry	G	3	160	11	1	50	None	MS	Grenade	571
Ground Support Aircraft	G	3	N/A	N/A	0	60	Medium	VF	Napalm Bomb	N/A
Gunboat	G	1	N/A	N/A	5	700	Heavy	S	SSM, Tomahawk	N/A
Harvester	GN	7	1400	93	2	600	Medium	MS	—	—
Humm Vee	G	5	400	27	2	150	Medium	MF	MG, M60	563
Light Tank	N	5	600	40	3	300	Heavy	M	APDS, 75mm	1000
MCY	GN	15	5000	333	2	600	Medium	MS	—	—
Medium Tank	G	7	800	53	3	400	Heavy	M	APDS, 105mm	1710
Mammoth Tank	G	13	1500	80	4	600	Heavy	S	APDS, 120mm	2258
Minigun Infantry	GN	1	100	7	1	50	None	S	MG, M16	113
Orca VTOL Aircraft	G	10	1200	80	2	125	Heavy	VF	SSM, Dragon TOW	750
Recon Bike	N	5	500	33	2	160	Light	F	SSM, Dragon TOW	648
Rocket Launcher	G	8	800	53	4	100	Medium	M	SSM, Rocket Launch.	1055
Rocket/Bazooka Inf.	GN	3	300	17	2	25	None	MS	SSM, Dragon TOW	56
SSM Launcher	N	M	750	50	4	120	Medium	M	SSM, Honest John	2400
Stealth Tank	N	12	900	60	4	110	Medium	M	SSM, Dragon TOW	220
Transport Helicopter	GN	10	1500	100	0	90	Medium	MF	—	—

Legend:

Unit Name of the unit.

Own Who originally owns the unit. G = GDI, N = Nod, GN = Both. (Enemy production structures can be captured and their units utilized by either side.)

Ap The mission in which the unit can first appear. Does not necessarily mean it *will* appear. This is the lesser of both the Nod and GDI values; whichever is lowest. "M" is for units that only appear in Multiplayer play.

Cost Cost of the unit. Units supplied by HQ have no cost.

Time Time to build the unit, in seconds. The observed value will change as you adjust the speed of your game (under the Game Options menu). Note: Time is directly related to Cost; dividing the Cost by 15 equals the Time.

Sight Sight range of the unit in map squares. (Each map square is roughly as wide as a sandbag, fence, or concrete wall segment.)

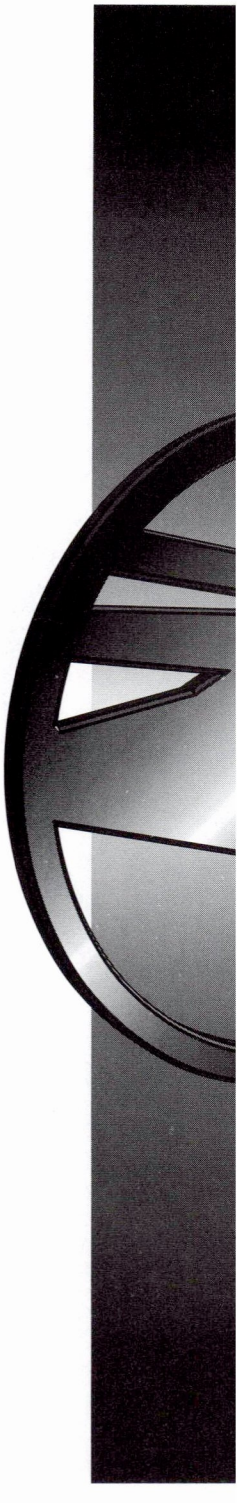
HPs The number of Hit Points the unit can withstand.

Armor Type of armor the unit employs.

Speed Relative speed of the unit. S=Slow, MS=Medium Slow, M=Medium, MF=Medium Fast, F=Fast, VF=Very Fast.

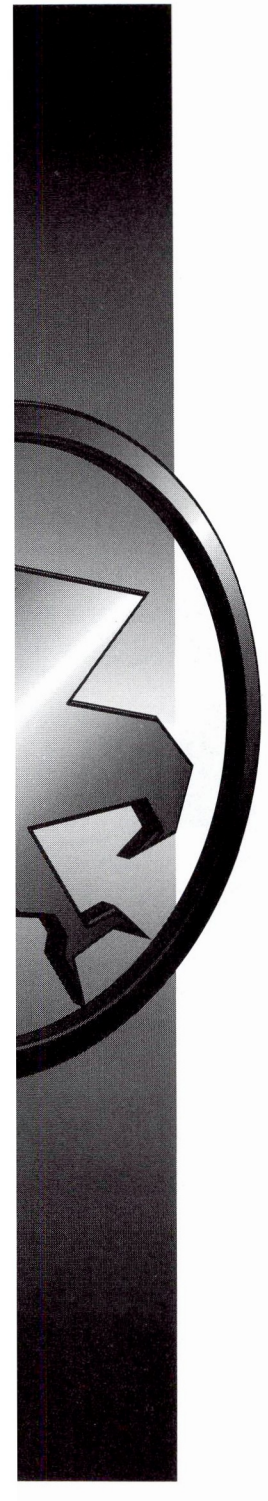
Weapon The type of weapon the unit bears. Not all units have weapons.

Rel Eff Modeled Relative Effectiveness of the weapon, from the next two charts.



Weapon Attack Strength Analysis

The following table lists the properties of C&C weapons. A number of units use the exact same weapon.



Name	Damage	Range	Rate	Area Eff	Raw Str	Units
APDS, 105mm	30	4.75	3.3	1.0	43	Medium Tank
APDS, 120mm	40	4.75	5.3	1.0	36	Mammoth Tank (1)
APDS, 155mm HE	150	6.00	4.3	1.0	208	Artillery
APDS, 75mm	25	4.00	4.0	1.0	25	Light Tank
APDS, Turret	40	6.00	4.0	1.0	60	Turret
Chemspray	80	2.00	4.7	4.0	137	Chemical Infantry
Flame Thrower	35	2.00	3.3	4.0	84	Flamethrower Inf.
Flame Tongue	50	2.00	3.3	1.5	45	Flame Tank
Grenade	50	3.25	4.0	3.0	122	Grenade Infantry
Ion Cannon	600	N/A	10 min	2.0	N/A	Adv. Command Center
Laser	200	7.50	6.0	1.0	250	Obelisk
MG, Chaingun	25	4.00	3.3	1.0	30	Attack Helicopter Guard Tower
MG, M16	15	2.00	1.3	1.0	23	Minigun Infantry
MG, M60	15	4.00	2.0	1.0	30	APC Dune Buggy Humm-Vee
Napalm Bomb	100	4.50	8 min	5.0	1688	Ground Support Aircraft
Nuke	1000	N/A	14 min	4.0	N/A	Nod Temple
Pistol	1	1.75	.5	1.0	4	Civilian
Rifle, Sniper	125	5.50	2.7	1.0	258	Commando Infantry
SAM	50	7.50	3.3	1.0	113	SAM Site
SSM, Dragon TOW	30	4.00	4.0	1.5	45	Orca VTOL Aircraft Recon Bike Rocket/Bazooka Inf. Stealth Tank
SSM, Honest John	100	10.00	13.3	5.0	375	SSM Launcher
SSM, Rocket Launcher	75	6.00	5.3	2.5	211	Rocket Launcher
SSM, Mammoth Tusk	75	5.00	5.3	1.5	105	Mammoth Tank (2)
SSM, Tomahawk	60	7.50	2.3	2.5	482	Guard Tower, Adv./Gunboat

Legend:

Name Name of the weapon.

Dam The amount of damage that the weapon inflicts; an internal Westwood number.

Range Range of the weapon, in map squares or cells. (Each map square is roughly as wide as a sandbag, fence, or concrete wall segment.)

Rate Firing rate of the weapon, in seconds. (The exceptions to this are the Airstrike, Ion Cannon, and Nuke, which have significantly longer reloading times. These unit rates are given in minutes.)

Area Effect A number added by the author to adjust for the ability of some weapons to cause extensive collateral damage (through explosion, flame, etc.).

Raw Str Raw strength of the weapon, computed as:

Damage × Range × Area Effect / Rate

Basically, a rough indicator of the attack strength of a weapon. Use with caution, though, because certain weapons are best against certain targets. Taking all possible factors into consideration would have been much too complex. See the end of the next legend for more discussion.

Units The units that utilize that weapon. Note that the Mammoth Tank utilizes two weapons.

Weapon Abbreviations:

APDS Armor Piercing Discarding Sabot. A heavy anti-armor kinetic based round. For more information, see the Medium Tank description in Chapter 4.

HE High explosive.

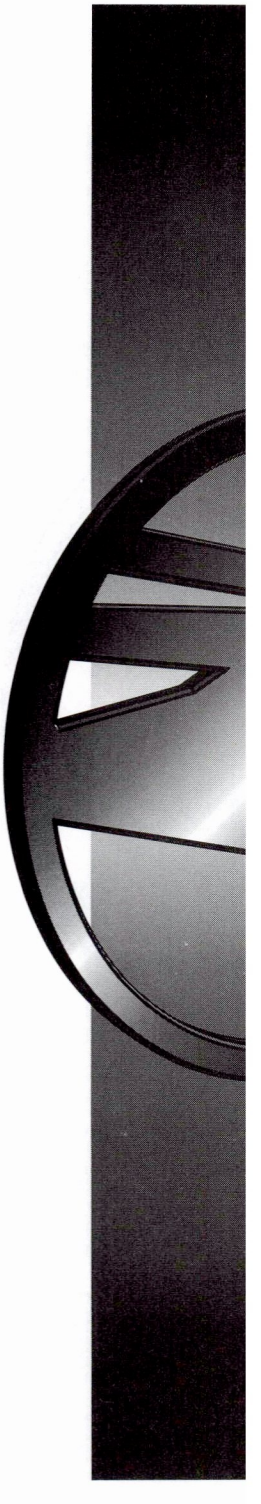
MG Machine Gun.

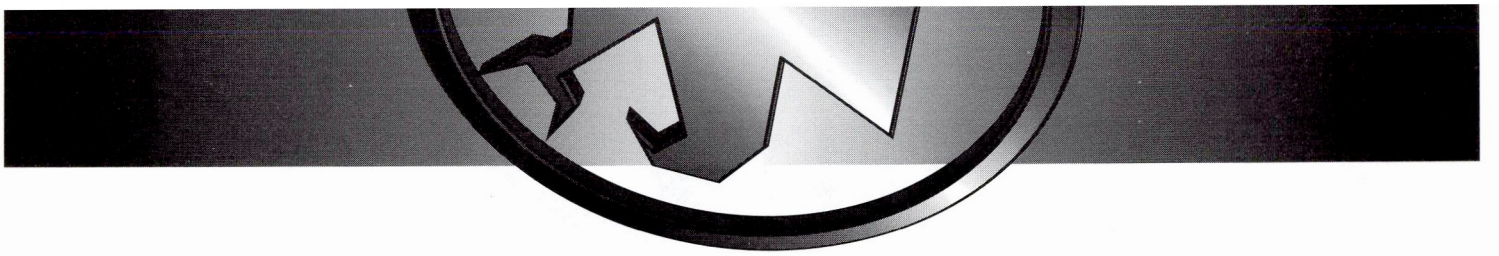
mm Millimeter; used for diameter of weapon rounds. 25 millimeters equal one inch.

SAM Surface-to-air missile.

SSM Surface-to-surface missile. A rather ubiquitous term for firefight-level missiles.

TOW Tube-launched, Optically tracked, Wire-guided missile. Inherited name for a class of missiles that, by the time of C&C, actually use targeting optics instead of wire guidance.





Combined Weapon Platform Summaries

Name	Weapon	Raw Str	Cost	RS/Cost	Armor	Arm Mod	Speed	Spd Mod	HPs	Rel Eff
Ground Support Aircraft	Napalm Bomb	1688	N/A	—	Medium	2.0	VF	4.0	60	—
APC	MG, M60	30	700	43	Heavy	4.0	MF	2.5	200	857
Artillery	APDS, 155mm HE	208	450	462	Medium	2.0	MS	1.5	75	1038
Attack Helicopter	MG, Chaingun	30	1200	25	Heavy	4.0	F	3.0	125	375
Chemical Infantry	Chemspray	137	300	457	BA	1.0	S	1.0	70	320
Commando Infantry	Rifle, Sniper	258	1000	258	None	1.0	MS	1.5	80	309
Dune Buggy	MG, M60	30	300	100	Medium	2.0	MF	2.5	140	700
Flame Tank	Flame Tongue	45	800	56	Heavy	4.0	M	2.0	300	1350
Flamethrower Inf.	Flame Thrower	84	200	420	BA	1.0	MS	1.5	70	441
Grenade Infantry	Grenade	122	160	762	BA	1.0	MS	1.5	50	571
Gunboat	SSM, Tomahawk	482	N/A	—	Heavy	4.0	S	1.0	700	—
Humm Vee	MG, M60	30	400	75	Medium	2.0	MF	2.5	150	563
Light Tank	APDS, 75mm	25	600	42	Heavy	4.0	M	2.0	300	1000
Mammoth Tank	APDS 120mm + SSM MT	141	1500	94	Heavy	4.0	S	1.0	600	2258
Medium Tank	APDS, 105mm	43	800	53	Heavy	4.0	M	2.0	400	1710
Minigun Infantry	MG, M16	23	100	225	BA	1.0	S	1.0	50	113
Orca VTOL Aircraft	SSM, Dragon TOW	45	1200	38	Heavy	4.0	VF	4.0	125	750
Recon Bike	SSM, Dragon TOW	45	500	90	Light	1.5	F	3.0	160	648
Rocket/Bazooka Inf.	SSM, Dragon TOW	45	300	150	None	1.0	MS	1.5	25	56
Rocket Launcher	SSM, MLRS	211	800	264	Medium	2.0	M	2.0	100	1055
SSM Launcher	SSM, Honest John	375	750	500	Medium	2.0	M	2.0	120	2400
Stealth Tank	SSM, Dragon TOW	45	900	50	Medium	2.0	M	2.0	110	220
Guard Tower	MG, Chaingun	30	500	60	Light	1.5	-	1.0	400	360
Guard Tower, Adv.	SSM, Tomahawk	482	1000	482	Medium	2.0	-	1.0	600	5786
Obelisk	Laser	250	1500	167	Medium	2.0	-	1.0	400	1333
SAM Site	SAM	113	750	150	Heavy	4.0	-	1.0	400	2400
Turret	APDS, Turret	60	250	240	Heavy	4.0	-	1.0	400	3840

Legend:

Name—Name of the unit.

Weapon—Weapon used by the unit.

Raw Str—Raw strength, from the previous chart. Note that the Raw strengths for the 120mm APDS and Mammoth Tusk SSM have been added together with the Mammoth.

Cost—Cost of the unit, from the first unit-data table.

RS/Cost—The Raw strength divided by the cost. A unit's price is important to how much bang you can get for the buck, so to speak. After division, all values were *multiplied* by one thousand for ease of viewing/comparing whole numbers. "Free" units could not be divided by Cost.

Armor—The level of armor protection, from the first unit-data table. Note that all infantry (except the commando) have light body armor (BA), affording little protection.

Arm Mod—Armor Modifier; a relative number assigned by the author to allow numerical comparison. Armor directly affects the survivability of a platform and is an important consideration.

Speed—The speed of the unit, from the first unit-data table.

Spd Mod—Speed Modifier; a relative number assigned by the author to allow numerical comparison. Level of mobility has an impact on a unit's usefulness, both in quickly attacking and living to run from attack.

HPs—The number of Hit Points the unit can withstand, from the first unit-data table. Combined with Armor, these two parameters directly denote the ability to withstand attack.

Rel Eff—Relative Effectiveness, equal to **Raw Str * Arm Mod * Spd Mod * HPs**. A combination of both offensive strength and defensive strength. (All values have also been divided by 100 for ease of comparing non-huge whole numbers.)

The numeric analysis is intended to give a broad handle on the numbers that go into the effectiveness of a unit. Certain properties, such as the ability of the sniper to kill infantry, the anti-armor capability of a number of units, or the ability to shoot over rock outcroppings at enemy units with impunity, would be difficult to work in. Furthermore, capable players can shore up weaknesses by, for example, keeping rocket launchers behind heavier vehicles. To be carried much beyond this point, the analyses would need multiple dimensions, such as against specific targets or even in particular configurations. It would have been beyond the scope of this book.

Therefore, these numbers should not be taken as indicating the "strongest" or "weakest" units, but to point out considerations that might be lost in a sea of un-analyzed numbers. For example, why is *the rocket infantry so low? Because of abysmal defense values, combined with lackluster weapon values and a fairly high price tag (for infantry). Still, a pack of Rocket Infantry carefully protected can pop the lid off many enemy tanks. In a nutshell, if certain Relative Effectiveness values surprise you (good or bad), look more closely at the numbers and take them as food for thought, with grains of salt sprinkled in. Pardon the pun, but, in the final analysis, you're free to tailor your own computations on this basic data.*

13 Interviews with the Producer & Designers

Note: A fair amount of the interviews have been rearranged, edited, or paraphrased—the conversations roamed far and wide!

Ed Del Castillo, Producer

Ed's office looks like a field HQ. Camouflage netting drapes from the ceiling, and smart plastic military models (used for unit modeling) and large C&C graphics line the back wall. A cache of Swiss mortar rounds and bottles of "Virgin Cola" catch the eye (Westwood is a Virgin Games subsidiary). Ed is bright, speaks energetically, and is clearly excited about his work. He came on board with Westwood and dove right into producing C&C. Here are his comments on aspects of Command and Conquer.

The C&C Interface

With C&C, we want to raise the level of the interface that the gamer experiences. Let me make an analogy with movies. For them, there are two things that hit the cutting room floor: takes that didn't work and the nitty-gritty facade behind the screen magic. We are trying to target both these things in our vision.

We want our interface to be easy, *and* we want to provide some magic, without any cluttery details. Things like, "Wow, how'd they get the tank to move like that?" or, "These mapboards look great, not like the cookie-cutter squares I'm used to!" We're not only keeping users from fighting for control of the interface *(smiles)*, but also taking them for a ride. I think players will like the things we've put in C&C. I know I'm proud of them. As the design of games in general improves, they will better approach reality. We're trying to hit the mark where users won't know where one map-square ends and the next begins, and they won't care—because they'll be lost in the action.

As you can see, we deliberately shunned the excessive mouse-waving of some games, where you have to click lots of things just to get a unit to move. With C&C, you just click a unit and then click something else. If you point to an enemy, your guy shoots. Point to land, and the selected unit starts moving. Barred actions are indicated, too. We made the game intelligent to the player's next action.

Producing the Game

We have a strong commitment to quality that I hope shines through in the game. We've had to struggle through a few things. Our bottleneck has been the programming. The video and graphics progressed best of all, finishing well ahead of schedule.

One of the most important jobs of producing is to get people to work together as a team. You want your teams to be in a row, not in a line: proactive and pitching in, not just painting by numbers. It also involves trust. We are pretty democratic, but sometimes they just have to trust me. Sometimes I can see a bigger picture than the rest of the team. Usually it works out *(laughs)*.

> A producer is like a ninja: He is unseen, doing what no one else wants to do (laughs). If he's done his job well, you simply have a great product with no kinks. -Ed Del Castillo, Producer, Command & Conquer

The Artificial Intelligence (AI) Model

With C&C, we wanted to defeat the myth of Dune II's linear script: that certain approaches were pretty sure winners. Our AI algorithm learns from its mistakes. It assesses what it sees and assigns threat values based on what harm an item can do to the computer player. Combined groups of enemy units are assessed differently. A main threat is determined, and the AI decides what kind of flanking maneuver might be used. Lines of attack are evaluated and implemented. Of course, a lot of the time conquering the player's base, or protecting the AI operative's own base, has high priority.

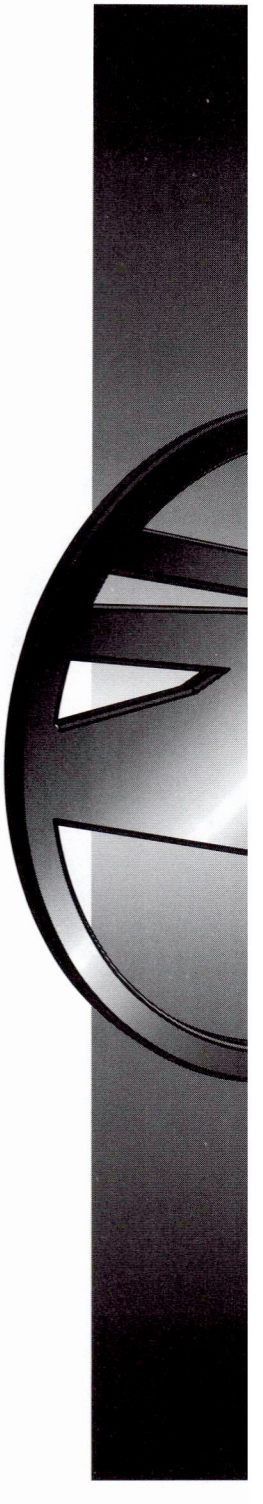
Our AI does not cheat in what it can build. The head designer programmed the AI to determine which buildings are needed next, and the computer is under the same constraints as players.

We weren't able to carry the AI's learning across missions. Because most scenarios will take a night to complete, we figured it was more important to place our resources elsewhere. But the results of a mission, such as material gained or lost, are carried over.

Design

An item we are proud of is how some missions build directly on a previous one. For example, one scenario may be played on a map two-screens-by-two-screens wide. The power base you've developed in the two-by-two square may then become part of a three-by-five map in the next scenario.

We've also planted some fun "Easter eggs." I won't give them all away, but they are there, waiting for the player to open and enjoy. If you see something strange on your screen, such as a little building off in a corner, check it out. These are the things we do past midnight, when we get a little crazy *(laughs)*.



The Value of Simplicity

An important theme in our game, as with Dune II and Lands of Lore, is that you don't have to be a rocket scientist to play. You don't have to memorize tables of statistics and closely examine the units to see which work best under exactly what conditions. We want people to play our games, not take an IQ test.

This carries over to the game manual. I, personally, don't want to have to read *anything* before I play, and I want the same for C&C players. If anybody has to consult it for anything besides fun, we have failed. In fact, I think the manual has served its purpose best when the game itself is great, and players turn to the manual to look for extra information on a game they've come to like—like dessert after a filling meal. If they go to it for troubleshooting, we've failed. Or if unit data or background is critical to play. Like with the Wing Commander III manual, with its blueprints and background, we want our manual to be a companion or adjunct for a great game.

Playability and Realism

Playability usually necessitates some sacrifice of realism. For example, in C&C, soldiers can team up to take out a Mammoth tank or helicopter. In the real world, this would be a very tough proposition. But we don't want players to have to memorize what a unit can or can't do. Throw enough soldiers at a big tank, and you can take it down. Just like with chess, all pieces can affect other pieces.

Another tradeoff for playability versus realism was that much of the warfare could have been handled rather automatedly by airpower. But that wouldn't have been much fun.

Realism can also detract from strategy. If only tanks could attack tanks, you'd just need to memorize this fact. Taken to the extreme, it can be like playing the arcade game Dragon's Lair, where you memorize the right action to take at each juncture. I think it's fun to *watch* somebody play Dragon's Lair, but I don't consider it fun to *play*. Realism sometimes has to give way to stereotypes. Another example is how we made rocket launchers good at short range. In fact, in real life they excel for long-range attack, but we thought it fit better into making the game fun.

Replayability

Replayability is very important to Westwood and me. If you've done modem play, you know head-to-head gamers rarely go back to solo play. Dune II, DOOM, Descent, and Warcraft are all examples where playing against a human practically kills solo play. Doing the Houses better in Dune II goes away when you start fighting your buddy. We invested resources to make sure C&C would have plenty of head-to-head options.

Atmosphere

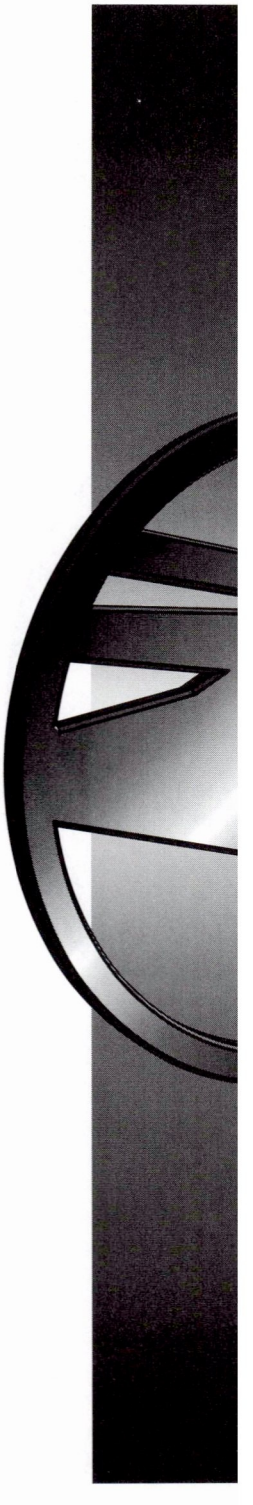
We wanted to play up the subjective reality. We added real-world complications, like how the GDI and Nod see things differently and yet in many ways are the same. We all deplore the "acceptable losses" attitude some leaders take. Yet *both* Nod and GDI do this to some degree. Nod worries less about it, saying that the end justifies the means. Yet even GDI will try to gloss over it, usually with a gloss of pride. These are some of the real-world touches we've worked on.

It would have been fun to add even more atmosphere, but we were not able to work in things like how EVA works. It would have taken resources to work a credible explanation into the game—resources that would be taking away from actual gameplay. Obviously, we had to draw the line there.

Graphics

We used rendered graphics in the game (graphics generated from a 3-D model) and found it to be a real boon. Once the model is made, we could easily generate the 32 different views needed for each unit. Then, units with independent parts, like the Mammoth tank's turret, were a piece of cake. If not for rendering, we would have had to draw 32 times 32 different graphics. Instead, the rendering app cooked them up easily.

There are problems besides the time needed for hand graphics, too. It can be tough to get the proportionality correct within the object, or the planes correct, and something will look off as it is turning. Rendering makes it a snap. We actually bought plastic models for helicopters and tanks. It can be tough making software models purely by recollection, such as a turret barrel in relation to the rest of the tank.



Erik Yeo, Lead Designer

Perhaps more than any other single person, Erik has determined the play of the game. This definitely showed in my contact with him—his time was tightly scheduled by Westwood during the grueling final months of endless testing, tweaking, retesting, and retweaking. He is a bottomless font of info, wholly absorbed in the design. My talks with him greatly increased my understanding of C&C under the hood. As in our conversations, we'll jump right into the design of C&C.

Development of the Design

It took a good while to hammer the basic game into shape: the nature of the units, etc., on paper. As we got to working software models, we delved into interoperability. Then came the actual play balance of the game, the broadening of the scenarios. We added new puzzles and strategies.

Getting multiplayer capability to work took us awhile. But it's important to us, and it's working well now. We hope players will appreciate the work we put into it. It's a lot of work to add this functionality so that it seems invisible to the player!

> We want each scenario to show something new about units or strategies. - Erik
> Yeo, Lead Designer, Command & Conquer

The AI

The final design of C&C has an AI that uses a generic target list for assessing actions to take. Potential offensive or defensive targets are ranked and put on the list. Any number of things can affect the dynamic list. AI can involve:

- Trigger points (physical locations that a player crosses).
- Being attacked or something being destroyed, or even something being seen by the human player.
- Preset actions, such as a "scheduled" attack or other timed action (often, but not always, early in a game).

- Of course, attack and defense through assessment of opposing units (this includes assessing what the AI has available). This is where identification of targets of opportunity comes into play. If the AI can find something and get it with a reasonable margin of safety, it goes for that item.

Team AI

An important aspect of the C&C AI is that it doles out tasks to *teams*. It's a somewhat holistic approach. The AI assesses the entire map and assigns or reranks tasks based on this. Individual units do not assess the map and act independently. The AI lets the AI act more as a battlefield manager, like the human player. An important plus is that it also cuts down on CPU time.

So, the AI uses teams to accomplish tasks from a battlefield-wide perspective. Thus, units accomplishing something of a lower priority, such as guards, might be pulled off to join another team, if that second team has high enough priority—especially if the team can't otherwise be composed of manufactured units, for example.

Most teams are made as a product of a list given to the AI. So, many of the teams you see are pre-ordained, even if not on the battlefield when the mission starts. The AI does, however, add other tasks it identifies with high priority. Therefore, many things are pre-ordained, but the AI's assessment of what's actually happening gets thrown into the mix. We want it to act as intelligently as possible, while still including things that make a particular mission pose specific challenges or dilemmas to the player. Otherwise, it would be a fairly repetitious human-versus-generic-AI, with only the maps changing.

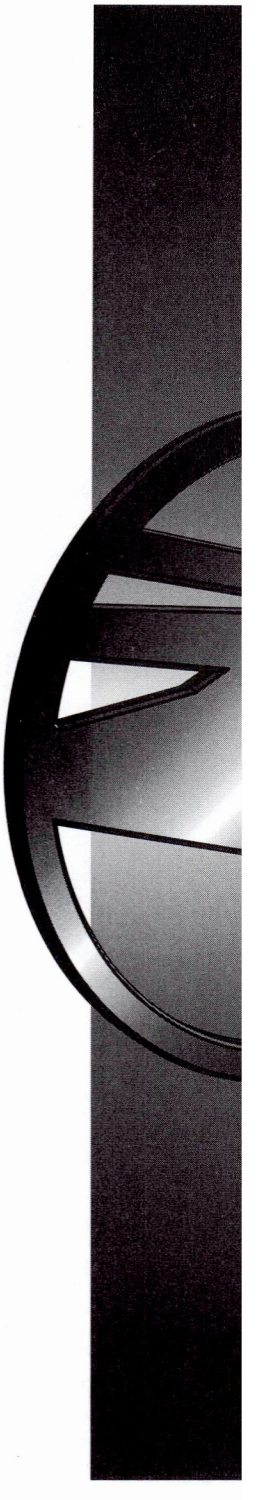
Team Players

Here's how the teams work.

A mix of units is assigned to each task (either pre-assigned or on the fly). They will then attempt to perform it. Should there be a problem, units *can* switch from one team to another. Certain strength levels must be maintained to keep a team from being disbanded, or the AI must be able to put together a certain amount of strength to make a team. Usually, teams are liable to disband if more than half their original strength has been lost. Tasks may very well be taken up by new teams, if a previous team could not accomplish something. This is most obvious when you're attacking the AI's base, but it also occurs elsewhere. If a team is assigned to attack something and is heavily damaged, it may regroup and try again. We put a cap on them trying again too many times, however, so we wouldn't overwhelm the player.

Triggers basically activate team task lists. A good example is, if a unit is fired on, it may generate a call for help to some other team(s). Likewise, certain teams may call for reinforcements. This is particularly obvious when you fire on some of the turrets. Attacking enemy structures is a variant of this.

Both in the code, and pre-assigned by us, are the data that the AI uses to determine what's a threat and what's an opportunity. Teams and lists operate off of this. Without going into all the gory detail, we think it's a good model of using strength with intelligence.



Other AI Considerations

The AI has various interweaving options that can lead it to do some pretty "smart" things that amaze even me every now and then.

A base can go on overload, sending out items as fast as it can. Also, the AI will even sell its own buildings sometimes, when cash is needed badly enough. Bases do increase in size in some scenarios, although there is a set maximum size.

The AI does not cheat with credits. It has to start with or earn them. Tiberium fields are placed closer to the AI player, however.

To an extent, the computer does "see" the whole map. It has to have some clue to what might be going on. This is only used for assigning teams to new AI tasks, however. Thus, for example, units on patrol or guard duty will *not* see you and react unless you come within their sight range. You can visualize it as the AI commander dispensing general orders, without any specifics, and the team has to work on that basis. Of course, if the task is to go after a particular target, the team would be aware of the target.

Targets of opportunity do figure in. If the AI sees something it can get with a reasonable amount of safety, it goes after that item. It will also defend critical items regardless of safety, however. Defensive tasks like this work the same way: The AI assesses what can hurt it and will respond to threats above a certain danger level.

Actually, early in design, we used a modified type of independent targeting system. We had risk and reward factors associated with units, for targeting purposes. This was dropped for the team approach, though.

The computer is not programmed to try to capture your buildings with engineers. It will, however, air drop troops near your base.

Let Loose the Dogs

The AI itself is the same for the GDI and Nod sides. The units and structures, as well as pre-assigned task lists for each mission, are what make it play differently.

There are two basic combat approaches for AI teams: *suicide* and *roundabout*. With suicide, the unit goes straight for a target. Roundabout lets a unit or team avoid threats they can't handle. Suicide is used in high stakes or desperate situations. This includes some pre-assigned tasks to shake up the human player.

All the things I speak of went through their own little development cycle. Early in development, for example, a unit would follow a target and could, for example, be led past an enfilade. It would blithely keep trying to catch the target, while driving past a dozen things that might be blasting away. Of course, now it pays better attention to what's happening to it! If it's firing at a running target, or taking more damage, a switch gets thrown and it reconsiders. Or if a buggy is in the red zone, it changes its attention.

Designing Troops and Metal

There are three basic armor types: none, aluminum (light), and steel (heavy). Weapons have different effects in certain types of targets. For example, the commando can barely scratch vehicles but easily kills infantry with one shot. Missiles are great versus structures and armor, but accuracy makes them poor against small infantry targets.

Weapons data are kept in a separate area from basic unit data. Thus, several units use the same type of TOW. *All* weapons can cause collateral damage, although some are better at it than others. Even machine guns and armor piercing rounds cause collateral damage (although sometimes they miss and strike something nearby, too). TOWs cause moderate collateral damage. Grenades, artillery, and, of course, nukes can cause some collateral damage *(laughs)*.

Weapons also have quite distinct ratings for accuracy, as even casual play of the game will show. This is definitely important enough to factor into a unit's effectiveness.

Changes in Units and Structures

This was not covered extensively in our interviews, but here is the perfect place to mention it. These are some of the author's comments on units and structures that changed during design.

- Perhaps the biggest change was the dropping of biochem troops. In early designs, Nod had this class of infantry, including a biochem research lab that was needed for their creation. Attacking enemy units with biochem spray could even sometimes turn those units into vicious, unruly Tiberium visceroids.

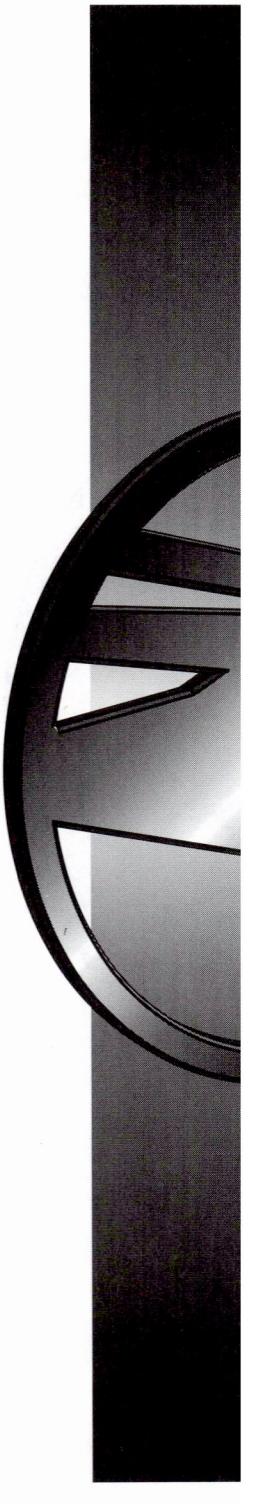
  Westwood found that the biochem units were functionally quite similar to flamers, and they were pulled. The biochem research lab still shows up as an objective, for example, in GDI Mission 13, but it's not functional. Visceroids remain as a feature sprinkled in; see if you can find them.

- In early development scenarios, the GDI had a kick-ass incendiary (flame) MLRS variant. It had very long range but, most importantly, the big incendiary blast was pure hell on enemy infantry. Imagine a flame-tank blast that can be delivered anywhere you want! Reloading took a very long time, but a few of these babies still meant *zero* enemy infantry could get to you. The graphic was very cute; you could see the missiles pop onto the launcher after the long reload time (there were two, firing independently). You had to be careful not to mix with the enemy—heaven forbid *that* arty came down on you!

  They weren't shabby against armor, either. Their ultralong range was the kicker. If you had several, it was virtually guaranteed that no enemy infantry could make the long trek to where you were. You could even stand two paces out of turret range and pound them into dust with impunity!

  These were pulled because of concerns over play balance. Possibly their long reload had been an initial attempt to dampen them, but even with it being very long, they were the lethal beasts described here.

- A hospital was on the original drawing boards for healing injured infantry, much like in Dune II. It can still be seen (but not used) in GDI Mission 10 and Nod Mission 13.



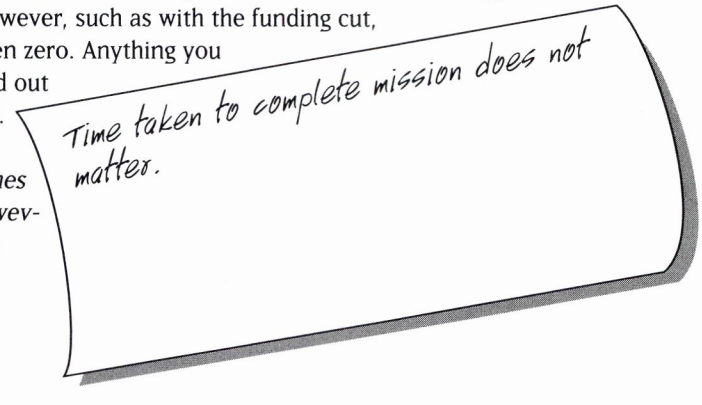
- Bazookas for GDI were not originally in the design but were incorporated to help round out the weaker GDI infantry.
- Likewise, Nod did not originally have commandos. They were introduced to spice up the Nod side.
- The Nod attack helicopter was also not in the original design. It likely was added to counter the strong air advantage of the GDI.

Whatever might have been pulled, we're still left with a robust battlefield of numerous units and tactics. In the real world, game companies have finite resources. A well-oiled game with some units and ideas pulled (and with plenty left) is vastly preferable to having extra units in a game that doesn't work very well!

Scoring

Score is related to Tiberium spent or used and the number of units that are killed or destroyed. The GDI emphasize leadership and preserving units. Nod concentrates simply on achieving objectives. Therefore, the GDI player needs to watch his or her Tiberium and deaths more than the Nod player. Civilians only matter when a mission says they do, either to kill or to save. The time needed to complete a mission does not affect the player's score; it's just there for information.

The only thing scores affect is how much Tiberium the player can take to the next mission, as a percent of some total. You'll always get a minimal amount to make the basics, but you can't carry over more than a set maximum, so that you don't turn into an unstoppable force. In some scenarios, however, such as with the funding cut, you get a set amount, or even zero. Anything you had up to that point is wiped out and doesn't come back later. Also, no forces are carried forward. *(The maps sometimes build on previous maps, however.)* Capturing a facility does count as destroying it.



Eydie Laramore, Concept, Story, and Design

Eydie Laramore joined Westwood straight out of high school. She was responsible for most of the original C&C story and background. (She has since taken her design talents to Virgin Interactive Entertainment.)

A Game Is Born

When we wanted to do a sequel to Dune II, we had quite a few things to consider.

We wanted a story environment with action, strategy, and high tech, in a familiar setting. We had the engine and gameplay from Dune II but didn't want to do a Dune III. We also wanted to immerse the player in as much realism as possible—in particular, to make the screen look like you were a "telegeneral," making it very "you are there, saving the world." All in a realistic economic, technical, and propaganda milieu. So, how could we do it?

These ideas put us in the near future. The original concept was from Dune II, of course. I helped a lot with the design of C&C, together with Westwood President Brett Sperry and coding and strategy guru Joe Bostic. But many contributed. I put together the basic good guy, bad guy story. Then other writers evolved it. We considered several environments, and may go to others for future C&C products, such as different settings and a different combat engine.

The C&C World

Wars accelerate technology, making it evolve quickly. And we wanted an excuse to introduce wild new technology into stuff the player is used to, cool and audacious stuff. And so Tiberium was born. I think that the most exciting thing about C&C is its flexible, near-future setting.

An element worked into the story is the impact of propaganda and deception. Nod is like... like SPECTRE meets Mafia meets Knights Templar *(laughs)*. They're skilled in high-tech deception, and have survived for a long time by keeping their mouths shut. If Nod had been real, they'd have been involved in a lot of stuff over the course of history, trying to influence and control events.

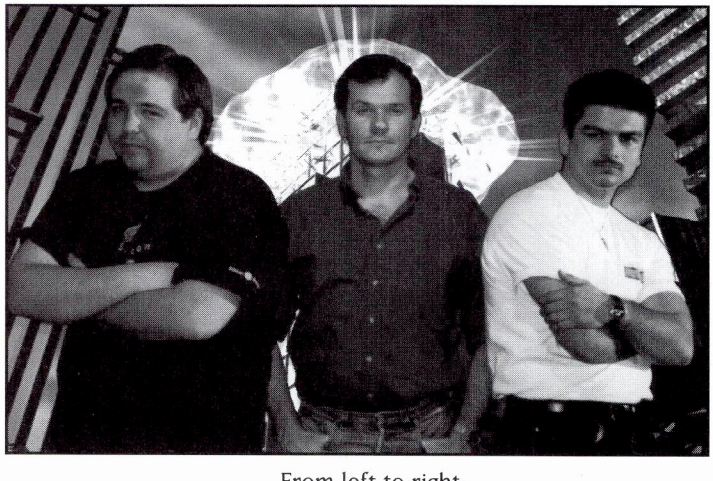
And, conversely, there are real-world constraints that the good guys have to work under. Like when Sheppard is hauled off to the UN, and GDI gets into political trouble. GDI is envisioned as a small, rather secret UN unit that the Tiberium Wars bring to the forefront. Suddenly, it has to learn to live in the glare of the world's cameras.

C&C Sequel: Where in Space Is Kane, Junior?

We've had a lot of ideas about things to do with EVA. We considered making it autonomous, able to think on its own, but that didn't make it into C&C. Or at least not yet. For one of them, EVA was supersoftware that began to take over. *(See Ed's interview for more on EVA.)*

There are a lot of exciting ideas for the future. Like, how far Tiberium will go, or how much Nod takes over. Actually, at one point Ed had wanted the whole world taken over, but the execs nixed it. Part of the reasoning was, "Where will the sequel be, on Pluto?" *(laughs)*

Westwood Studio's Command & Conquer Team



From left to right:

Felix Kupis	Post Production Engineer
Bill Randolph	Programmer
Mike Lightner	Assistant Designer

Top row (from left to right):

Aaron Powell	Lead 3D Artist
Chris Demers	3D Artist
Frank Klepacki	Musical Composer
Erik Yeo	Lead Designer
Joe Bostic	Lead Programmer
Eydie Laramore	Designer

Bottom row (from left to right):

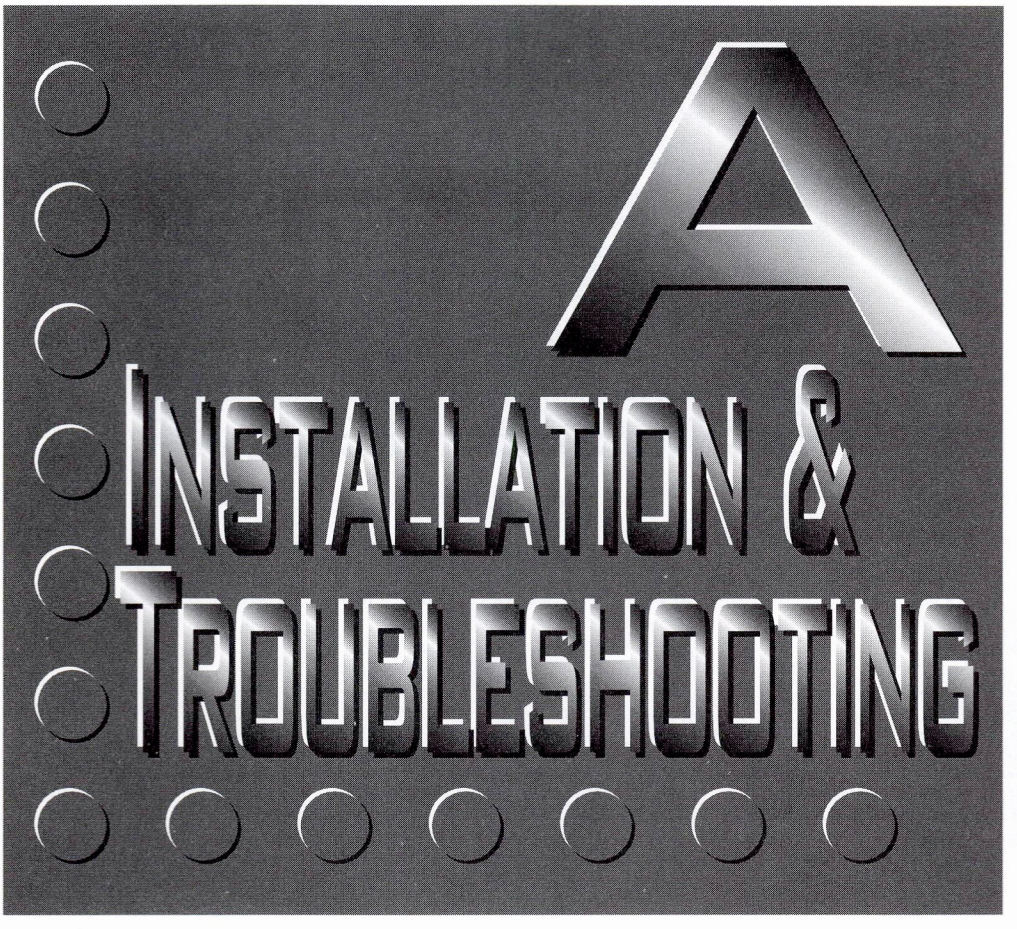
Mike Lightner	Assistant Designer
Bill Randolph	Programmer
Dwight Okahara	Sound Designer

From left to right:

Bhavin Batel	3D Artist
Aaron Powell	Lead 3D Artist
Victor Gerth	3D Artist
Cameron Chun	3D Artist
Nick Desomov	3D Artist

From left to right :

Ed Del Castillo	Producer
Barry Green	Programmer
David Dettmer	Programmer



Command & Conquer is easy to install and will run on a variety of platforms. However, you may encounter problems with the install or with running the game. This Appendix leads you through installing the game as well as providing trouble-shooting information and places to go for help when all else fails.

Setting Up Your Electronic Video Agent (Installation)

Westwood Studios has made C&C a snap to install.

For a DOS Installation (DOS has a "C:"" type of prompt):

1. Put any C&C CD in your CD-ROM drive.
2. At your DOS prompt (something like "C:""), type "D:" and then press **Enter**. (If your CD-ROM drive is not drive D, substitute the correct drive letter.)
3. Type "Install" and then press **Enter**.
4. Follow the instructions that appear.

If you install the EVA into a directory besides the suggested C&C, be sure to remember what name you give that directory. After successful installation, you must type C&C and then press enter. But for future sessions, you will need to change to the C&C directory before you can venture into battle.

To change to the C&C directory, from the DOS prompt you would type "CD C&C" and press **Enter** if you chose the default directory. If you chose a different directory, such as SECRETC&C, you would need to type "CD SECRETC&C" and press **Enter** before beginning each campaign.

Take a look at the README file in the c&c directory.

Once you have switched to the C&C directory, type "C&C" and press **Enter** to start your mission. See Chapter 3, "EVA Operations Manual" for more information on starting the game.

Create a C&C.BAT batch file in the DOS directory to start C&C from anywhere by typing "C&C".

From Windows

C&C can be used in Windows, unlike many contemporary video interfaces. However, this is made possible by a special mode (which Westwood calls TrueDOS) that requires that all other applications be closed down. Thus, you will not be able to run other applications while running C&C. To install for Windows:

1. Put the C&C CD in your CD-ROM drive.
2. Make sure you are in the Windows Program Manager.

   You are in the Program Manager if the title bar across the top of the screen (or current window) says "Program Manager." If it doesn't, press **Control+Escape** (press the Escape key while holding down the Control key) to bring up the Task List. Then select Program Manager from the Task List.

   If this fails to show a Program Manager window but instead continues to show your wallpaper or background art, the Program Manager window is minimized. Press **Alt+Space** (the space bar) and select Maximize.
3. Select File in the upper left-hand corner of the Program Manager window and then select Run from the drop-down File menu.
4. In the dialog box, type "D:SETUP". (CD-ROMs are usually drive D, but substitute your drive's letter if it is not D.)
5. Follow the installation instructions.

C&C will make a program group with the C&C icon. Click this icon to start C&C in the future.

Trouble-shooting

The C&C manual contains numerous troubleshooting tips starting on page 49. Be sure to consult it first. Here, we expand on some of the items appearing there and point out other tips as well.

General Problems

First, be sure you have looked through the README.TXT file found in the game directory and in the root directory of your C&C CD (this is usually D:).

In DOS 5 and later, you can easily view the README.TXT file, and search for keywords relevant to your problem, with the EDIT program. To use EDIT, switch to the C&C directory (usually by typing "CD C&C" and then pressing **Enter**) and type "EDIT README.TXT" and press **Enter**. Press the Alt key to activate the menus across the top, including the

Search menu. When you're finished viewing the file, press the Alt key, open the File menu, and select Exit. If a menu then asks you, "Loaded file is not saved. Save it now?", select "No". You don't want to change the README.TXT.

- C&C requires at least 20MB of free disk space. You can tell how much space is available by typing "DIR" and then pressing **Enter** at a DOS prompt. Check what the last line of the directory listing says. It will need to say at least 20,000,000 bytes free.

- Compressed drives using DoubleSpace, Stacker, or the like are not recommended.

  You are, of course, welcome to try using C&C on a compressed drive. If it doesn't work, or if you experience random errors that you can't track down, read the next paragraph.

  Don't panic if you think you have a problem with disk compression; you don't need to decompress your whole drive just to use the C&C EVA. If you have enough free space on the entire (physical) drive, you can simply use your compression software's utility to reduce the compressed drive's size and make sufficient space for C&C on the uncompressed drive.

  DOS versions earlier than 6.22 cannot change their compression size on the fly.

  For help in DOS 6, for example, you can type "HELP DRVSPACE /SIZE" at the DOS prompt for more information on resizing your compressed drive to free more space on the host drive. Stacker has similar utilities.

  Check how much space is in use by files on your host drive before resizing. You want to have 20MB for C&C, the amount of space for files currently on the host drive (excluding the huge, hidden compressed drive), plus a little more for future expansion. On a physical drive with hundreds of megabytes, 10MB is a good amount to leave available. (C&C savegames occupy roughly 50,000-150,000 bytes each, and you may add other, non-C&C files in the future.) For smaller drives, decrease this amount. If you run into space problems, you can always resize the compressed drive.

- Insufficient memory can cause problems. C&C requires at least 8M RAM and at least 520k of conventional memory free. You can see how much memory you have in your machine in DOS 5 and later by typing "MEM" and pressing **Enter** at a DOS prompt. The "Conventional," "Extended," and/or "Expanded" lines indicate how much of these types of memory is available.

- If you are having trouble using C&C in Windows, did you install the EVA interface using the C&C Windows installer (described above and in the C&C manual)? C&C was not intended to operate in a DOS box created "by hand."

If you continue to have considerable trouble in Windows, consider using C&C in DOS.

- Having problems with your *sound*?

  First, has sound worked in the C&C Setup program or in C&C in previous sessions? If so, have you tested your sound with other applications that use sound, this particular session, to make sure no loose speaker wires or other general problems have crept up? Or have you altered any sound card settings, updated your sound drivers, etc.? If you have made such alterations, run Setup again.

  If you can't get your sound card to work in the Setup program, make sure you are using the card's correct IRQ, DMA, and PORT settings. Often, these can be found as a SET BLASTER= statement in your C:AUTOEXEC.BAT file (or similar statement for other sound cards). However, if the SET BLASTER statement is incorrect, this could be the source of your problems. Consult your sound card's utilities or documentation for further help on setting the BLASTER enviroment variable. Also, you can try working back through the various SoundBlaster cards if you have a newer sound card (of almost any kind), or try the first SoundBlaster selection if you have an older sound card.

  If you think you've got the settings right, you have consulted the README.TXT, C&C manual, and sound card documentation; and if you are otherwise tearing your hair out, it's probably time to get professional help! (See "If It Still Doesn't Work...")

- Mouse problems? First and foremost, make sure your mouse works, period. Call up another application that uses the mouse. Windows or the Edit command (DOS 5 and later) uses the mouse.

If It Still Doesn't Work...

You could have a problem not specific to C&C. Consider the following possibilities:

- Occasionally, software problems (in general) are due to *hard disk errors*. If you are having intermittent problems you can't seem to track down, try typing "CHKDSK" and pressing **Enter** at the DOS prompt. (If you are using DOS 6 or later, type "SCANDISK" instead.) If you have not run this utility lately (or ever) and it finds problems with the disk, do not be alarmed—not yet, anyway. If no errors are reported, skip the rest of this note.

  SCANDISK will walk you through error correction. For CHKDSK, you will need to use the /F switch ("CHKDSK /F") to correct errors.

  Generally, lost clusters are commonly found and are not necessarily alarming, and you should tell CHKDSK to fix the lost clusters, if they are the only problems. Cross-linked files, a bad FAT, and other messages could be cause for alarm, however. Please consult your DOS help or DOS manual for more information on what the error messages mean.

  As previously stated, if you find errors when running these utilities for the first time, don't necessarily be alarmed. After you have fixed errors that were found, try running C&C again, as well as using your system in general, for several hours. Then, run CHKDSK or SCANDISK again. If errors continue to crop up, your disk drive could be failing or there is otherwise an ongoing general disk problem. If so, you need some manner of hardware or DOS technical support.

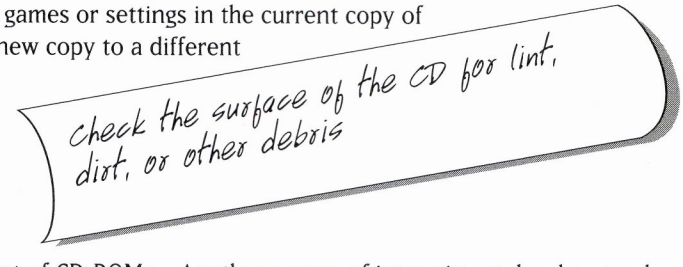
It is a good idea to run CHKDSK or SCANDISK periodically, in any event. Small problems, such as lost clusters, often happen in the normal course of affairs. For example, shutting off the computer, or a temporary glitch, at the moment your PC is writing a file to the hard drive will result in a lost cluster. Nearly every computer generates these with some regularity, and the first time you run a disk-checking utility, it will find all the ones generated in the past (and possibly free a good deal of disk space when these clusters are fixed). More abnormal messages, such as a bad FAT or cross-linked files, could be indicators that a serious problem is afoot. Another indicator of potentially grave problems with a hard disk is if it makes loud noises, usually grinding or buzzing sounds.

- Sometimes, recurring disk problems (and other seemingly random glitches) are due to *overheating* within the computer box.

  Does the fan in the back of your computer work okay? (Can you feel a steady breeze from it?) If your computer's box has a number of holes in it, such as empty screw holes or cut-outs for items not installed (usually in the back), they can be covered with tape to increase air flow around important components and avoid fan "churning." Clone computers are especially notorious for unused cut-outs and other superfluous holes.

- SMARTDRIVE can occasionally cause problems, which can be exacerbated by a CD-ROM drive. (If you are unsure whether you have SMARTDRIVE running, type SMARTDRV /S at the DOS prompt.) Especially if the program seems to hang when you start the game, load a scenario, or otherwise access your CD-ROM, try disabling SMARTDRIVE support for the CD-ROM by typing, for example, "SMARTDRV D-", if your CD-ROM is drive D:.

  Note that occasionally errors can spring up simply from *installing* from a CD-ROM drive while SMARTDRIVE is caching the CD-ROM. If C&C has had problems from the get-go, you might want to re-install with CD-ROM caching disabled, as shown above. If you don't want to lose saved games or settings in the current copy of C&C, you can install the new copy to a different directory, or rename the current directory to something else using DOS's REN command.



- While we're on the subject of CD-ROMs... Another source of intermittent, hard-to-track problems can be the *CD-ROM drive* itself (irrespective of SMARTDRV).

  The drivers that handle your CD-ROM drive do not have very good error-detection routines, and you are not always notified if there is a problem reading something from the CD-ROM. If you are aware of problems with your CD-ROM, or if there are indicators such as audio CDs that skip even though they are quite clean, it may be time to have your CD-ROM drive examined.

- If you just changed something in your system, this can sometimes cause problems. If so, look back over the documentation for whatever you changed. It may help to run C&C Setup again.

If Setup doesn't help but it's fairly clear that the problems started when you changed something else on your computer—and your computer otherwise seems to be working okay, indicating it's not a global problem—you might want to try installing C&C again.

- If it still won't work right and you've already checked the README.TXT and the C&C manual carefully, it's time to contact tech support (see "Contacting Westwood Studios").

Modem and Network Problems

- If you can't get your modem to work with C&C, first double-check that you can use your modem with other telecommunications applications you might have. If the modem doesn't work for other applications either, a general problem is occurring.

  Check the connections to your modem. If these look okay, run the Microsoft Diagnostics or other comm port diagnostics that you might have. Try typing "MSD" and pressing **Enter** (in DOS), and the Microsoft Diagnostics program will come up, if it is on your system. Click or select the Comm Port button and see if the COM port you're trying to use is recognized by the computer. If the port is not recognized, you may have a conflict with something else on your system or a jumper may need to be set.

  Note that COM ports 1 and 3 share an interrupt, as do COM ports 2 and 4. You cannot use a modem on COM 3 if your mouse is on COM 1. Likewise, using a mouse and modem on COM ports 2 and 4 simultaneously will cause problems.

  If you have changed or updated any software or hardware recently that might have impacted your COM port, try to diagnose how a problem could have occurred.

  For further general communications support, try an online service, the modem company, your computer source, or another support outlet.

- Verify that your modem's error correction and data compression have been turned off. See your modem's manual for the appropriate commands

- If the modem works for other applications but not C&C, your *modem settings* may be a problem. Try setting the modem initialization string to AT&F, a good general setting. If you can connect with this string and it works okay, that's one problem solved. But if play is too slow or you otherwise want to use some of the settings on the original initialization string, consult your modem's manual and play around with the parameters to try to get something acceptable. Other online gamers, or the modem company, may well be able to help you fine-tune the settings via some of the online services discussed below.

- If you have Call Waiting and incoming calls interrupt your game, you need to disable Call Waiting. This can usually be done by adding a code to the number that is dialed. In many locales the code is *70 or *71. Consult the preliminary pages in your phone book or call the phone company to verify the code.

  Then, if you are trying to dial 555-1212 and the code is *70, change the number to *70,555-1212. The comma causes your modem to pause the dialing. Many phone companies don't need the pause and you can avoid the extra wait; experiment a few times to see if the phone can dial out without the comma.

- Consult the C&C manual, pages 50 and 51, for further details on troubleshooting networks and modems.

Contacting Westwood Studios

There are many ways to contact Westwood Studios. They'll help you with troubleshooting and will also provide update files (if any), notes, and information about Westwood's other products. You'll also hear about progress on C&C sequels!

Online Support Services

If you are not "online" yet, I heartily encourage you to join an online service. You'll find not only technical support for this and many other computer products, but also lots of gamers who can help you with problems and will throw in tips and war stories, to boot. Take the plunge! If you're having trouble getting online or don't know where to start, try calling an online service via their voice lines, or try talking to a friend who's good with computers, visiting your computer store, etc.

If you're using an online service to get support, be sure to provide details so the support folks will be able to hone in on your problem—and so you don't find out in their reply that you didn't mention something critical. Include:

Join an online service that has adequate Internet support as well as proprietary services.

- The name of the game (C&C)—they support many products!
- The version number, which can be found on the opening screen when you start a new game.
- The type of computer you are using to run the game.
- The version of DOS you are using. You can see the DOS version by typing "VER" and pressing **Enter** at the DOS prompt.
- Your Windows version number if you are playing in Windows. This can be determined by going to the Program Manager, clicking Help, and then clicking About Program Manager. If the dialog box says "Windows for Workgroups" (abbreviated WfWG), this is a slightly different version of Windows, so mention this, too.
- As much detail on the problem as possible. If you get a specific error message, transcribe it verbatim (unless it's a long "memory dump"-looking problem, in which case the first line or two is usually enough).
- If the problem occurs at a specific point in the game or after a specific action, be sure to mention this.
- If the game used to work fine and you just changed something on your system (such as installing a new sound card), point this out. (If so, you might want to read the new item's instructions look for potential conflicts, or try C&C's Setup program again.)

If online support people ask for information on your AUTOEXEC.BAT, CONFIG.SYS, or memory status, see "Calling Westwood's Technical Support" (below) to see how to view these.

Westwood Studios' online sites are currently serviced mainly by "Virtual Ted" Morris, a great and wonderful guy. Here's where you can contact Westwood via online services:

Internet World Wide Web Site

Westwood Studios' WWW home page is:

```
http://www.westwood.com
```

You'll need a World Wide Web "browser" for this. Numerous companies offer Internet browsers these days at software stores. All of the big online services also have Internet interfaces, so you can log onto Westwood's Internet site through them, too.

Browsing is the preferred way to access the Internet, at least compared to FTP alone. Browsers let you see lots of cool graphics and include "hot links" so you can quickly jump to related files on the Westwood server, as well as send a message directly to Westwood.

Westwood's Internet site has support documents for C&C and their other games and also has links for submitting letters to their tech support, if your browser supports mail links. Although Westwood tries to answer all messages as quickly as possible, you might get the quickest response by sending an Internet message.

The Internet via FTP (File Transfer Protocol)

You can easily get the latest updates (if any) through anonymous FTP to the Westwood server. "Anonymous FTP" is another way of saying that anyone can access the server; no permission is needed. Westwood's FTP address is:

```
ftp.westwood.com
```

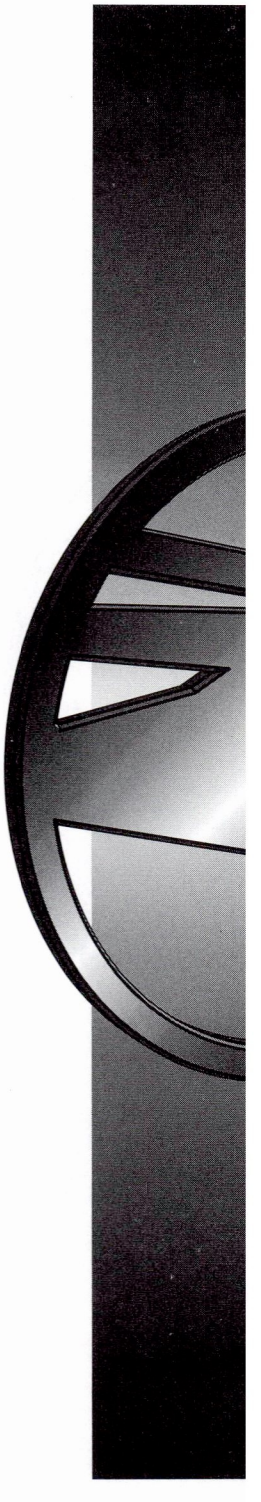
You will need FTP-capable software to perform this type of action. Many Web browsers allow you to access FTP sites directly. Simply enter ftp:\\ftp.westwood.com as the page to address.

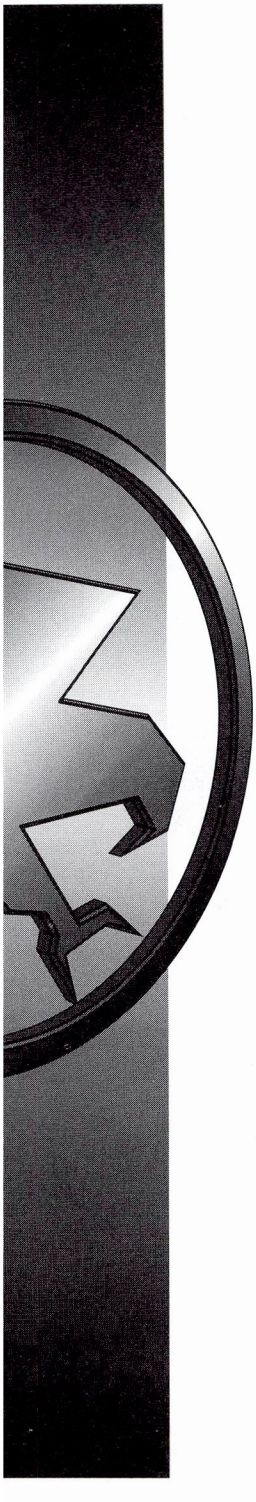
Westwood's Bulletin Board Service (BBS)

If you are more familiar with calling BBSs, you can reach Westwood's BBS at 702-368-2319. Set your modem to 8, N, 1. The BBS is available 24 hours a day, 7 days a week. It currently supports up to 14,400bps modems; if you have a faster modem, try your highest setting and it should automatically drop its speed if necessary.

CompuServe

Westwood's technical support site at CompuServe can be reached at GO GAMBPUB, the Game Publishers (B) Forum. (If you forget, you can always FIND WESTWOOD. In CompuServe's CIM product line, FIND is located on the "Services" menu.) It is usually best to address messages directly to their tech support user ID, 7133,2405 (once in GAMBPUB, not via CIS Mail). Addressing mail directly to a tech support user ID in a forum generally helps bring it to the staff's attention faster and speeds their reply. Any available updates or notes should also be available in Westwood's library section of GAMBPUB.





America Online

To access Westwood's technical support on America Online, select GO TO at the top of your screen and then pick "Keyword." Enter "Westwood Studios" and click GO. You can post a public message or direct it to Westwood privately by addressing it to "WESTWOOD S".

GEnie

On GEnie, Westwood can be found by using the keyword "Scorpia" and then selecting message area 33. Here, you can talk to a Westwood rep about any of their games or download support files from the library.

Prodigy

To access technical support on Prodigy, press Control-J and jump to "WESTWOOD SUPPORT." Here you can leave messages for Westwood, find update files, and browse through the Westwood bulletin board.

Calling Virgin Technical Support

For a direct call to Virgin Interactive Entertainment (714-833-1999), collect the following information before calling, so your problem can be handled as quickly as possible:

- The version of the game, found on the opening screen when you start a new game.
- The type of computer you are using to run the game.
- The version of DOS you are using. You can see the DOS version by typing "VER" and pressing **Enter** at the DOS prompt.
- Your Windows version if you are playing C&C within Windows. This can be determined by going to the Program Manager, clicking Help, and then clicking About Program Manager. If the dialog box says "Windows for Workgroups" (abbreviated WfWG), this is a slightly different version of Windows, so mention this, too.
- The information provided by a "MEM" command in DOS. You can print this out by typing "MEM "PRN:" **Enter**. (Don't forget to eject the page from your printer.)
- The contents of your AUTOEXEC.BAT and CONFIG.SYS files. They are located in your root directory, or C:. You can change to this directory by typing "CD " **Enter**. (If you are not on the C drive, indicated by a leading "C" in the DOS prompt, you can change to that drive by typing "C:" **Enter**.) You can print these files by typing, for example, "TYPE C:AUTOEXEC.BAT "PRN:" **Enter**. (Again, remember to eject the page from your printer.)
- Write down any error message that may have been given. And, of course, if the error occurs at the same point in the game, or after a given action, tell this to the support staff.
- If the game used to work fine and you just changed something on your system (such as installing a new sound card), be sure to mention this. (If so, you might want to read the new item's instructions, looking for potential conflicts, or try C&C's Setup program again.)

Virgin's Help and Tips Line

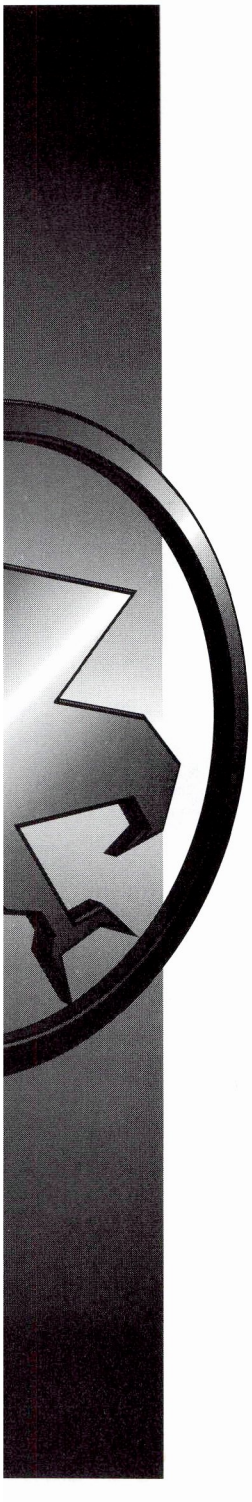
Westwood's tech support does not have the capacity to spend time with you discussing strategy and providing hints and tips. But if you want to spend 75¢ a minute, the Virgin Interactive Entertainment service will be happy to help you. Call 1-900-288-4744 using a touch-tone phone. If you're under 18, make sure you get your parents' approval first.

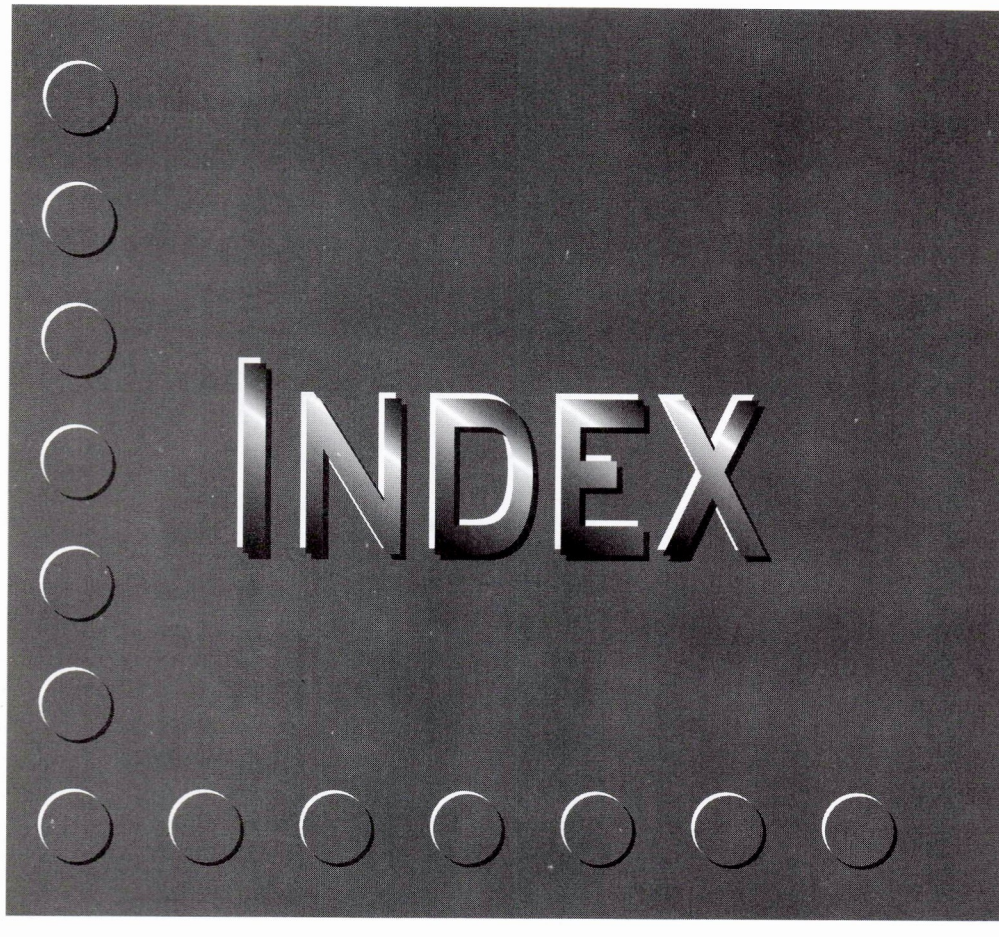
Westwood's Newsletter

Westwood also provides a newsletter called *Westwood Studios News & Notes*. This is free and contains goodies on what Westwood is working on and where they're going. To subscribe, send a letter with your name and address to:

Westwood Studios News & Notes
3540 W. Sahara #323
Las Vegas, NV 89102

Better yet, fill out your C&C registration card to automatically get on the Westwood mailing list.





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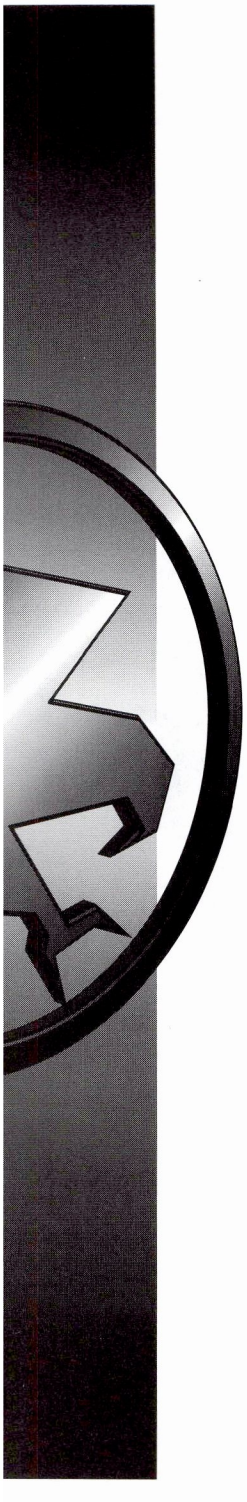

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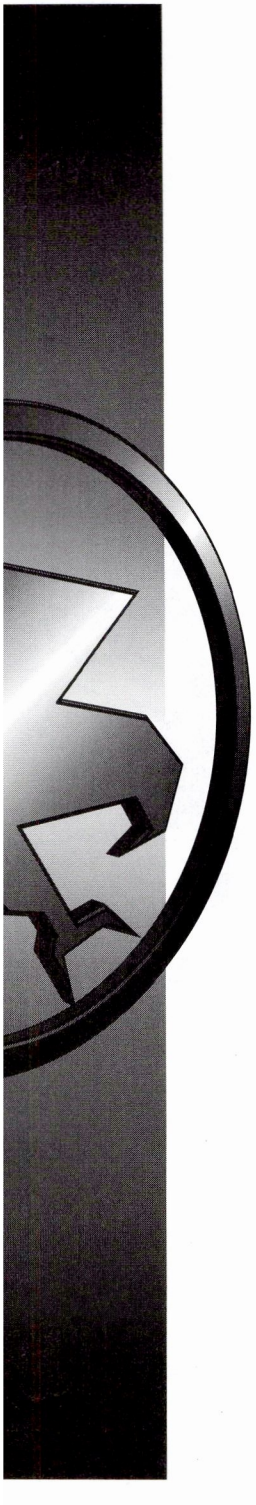

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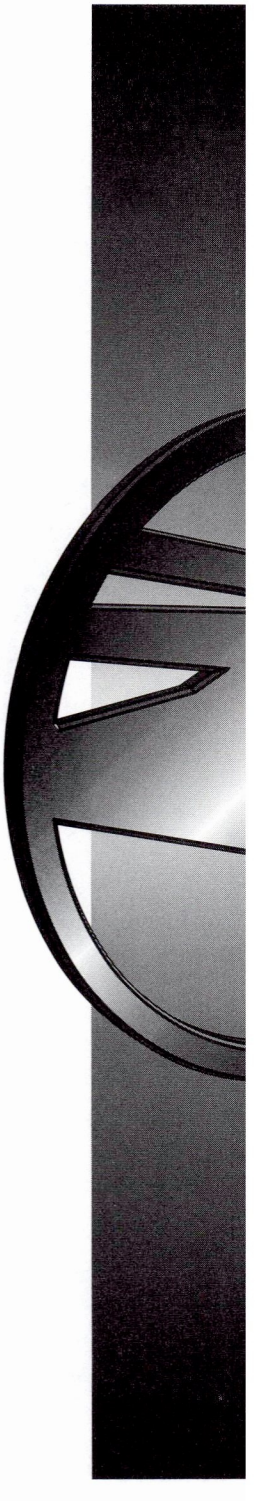

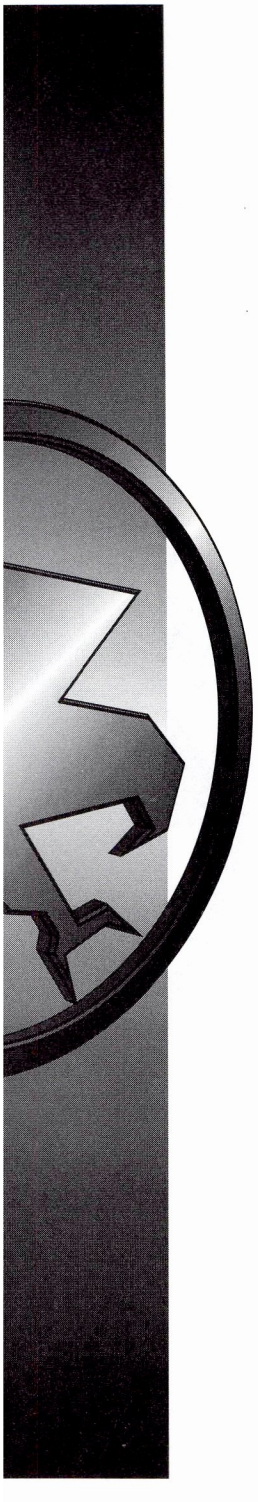

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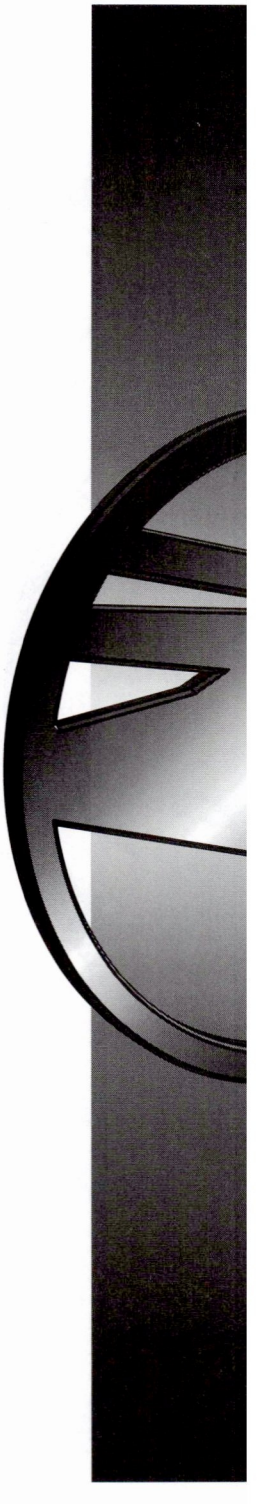

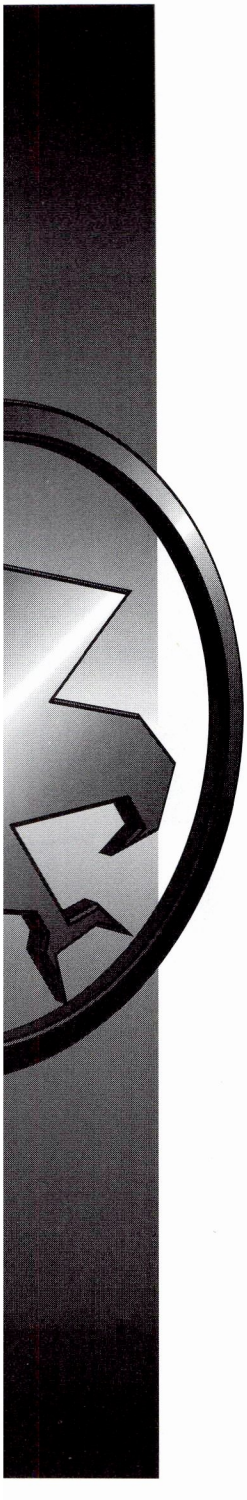

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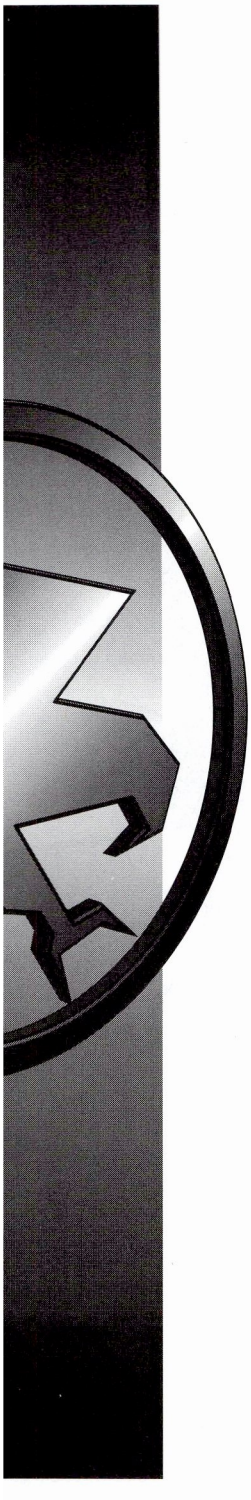

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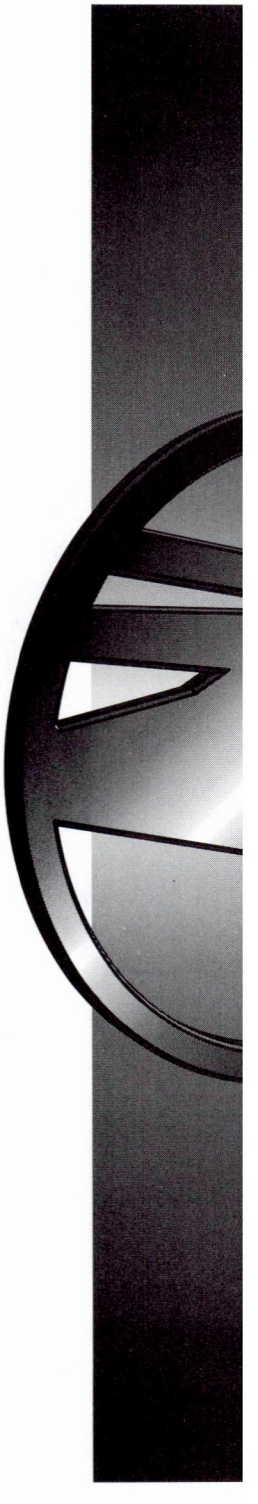

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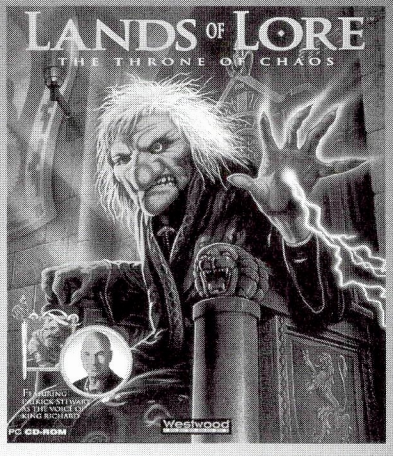

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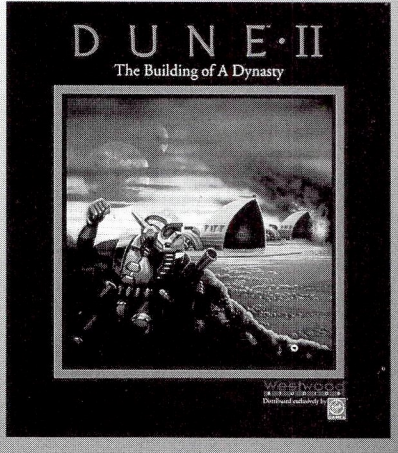

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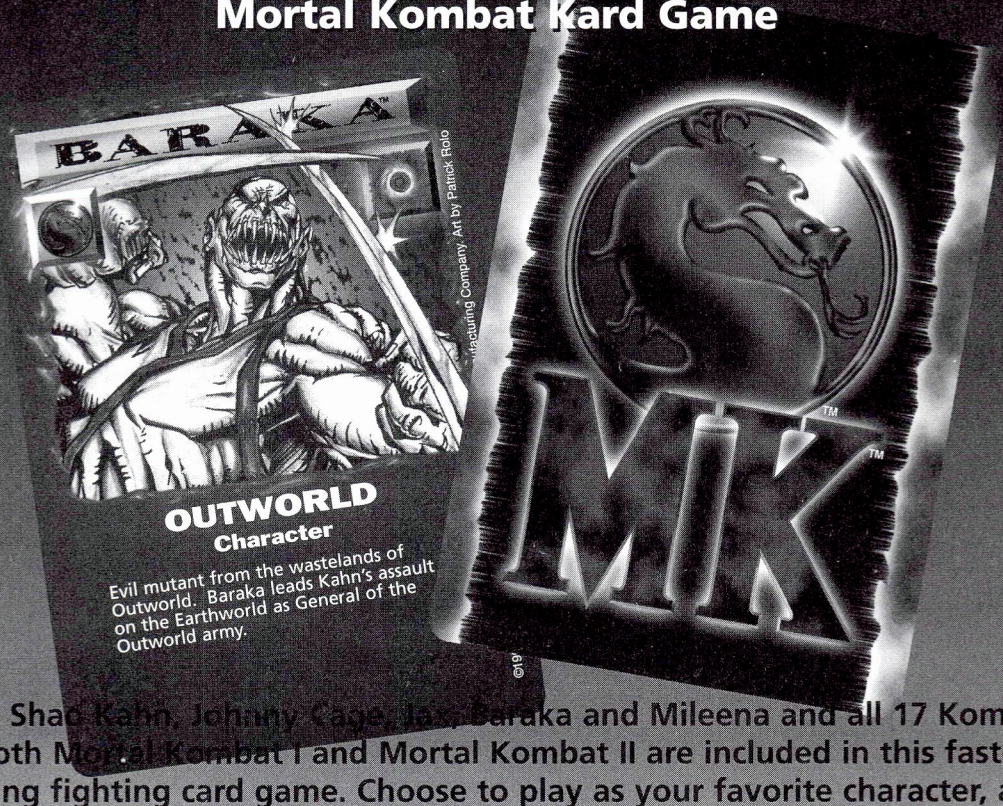

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